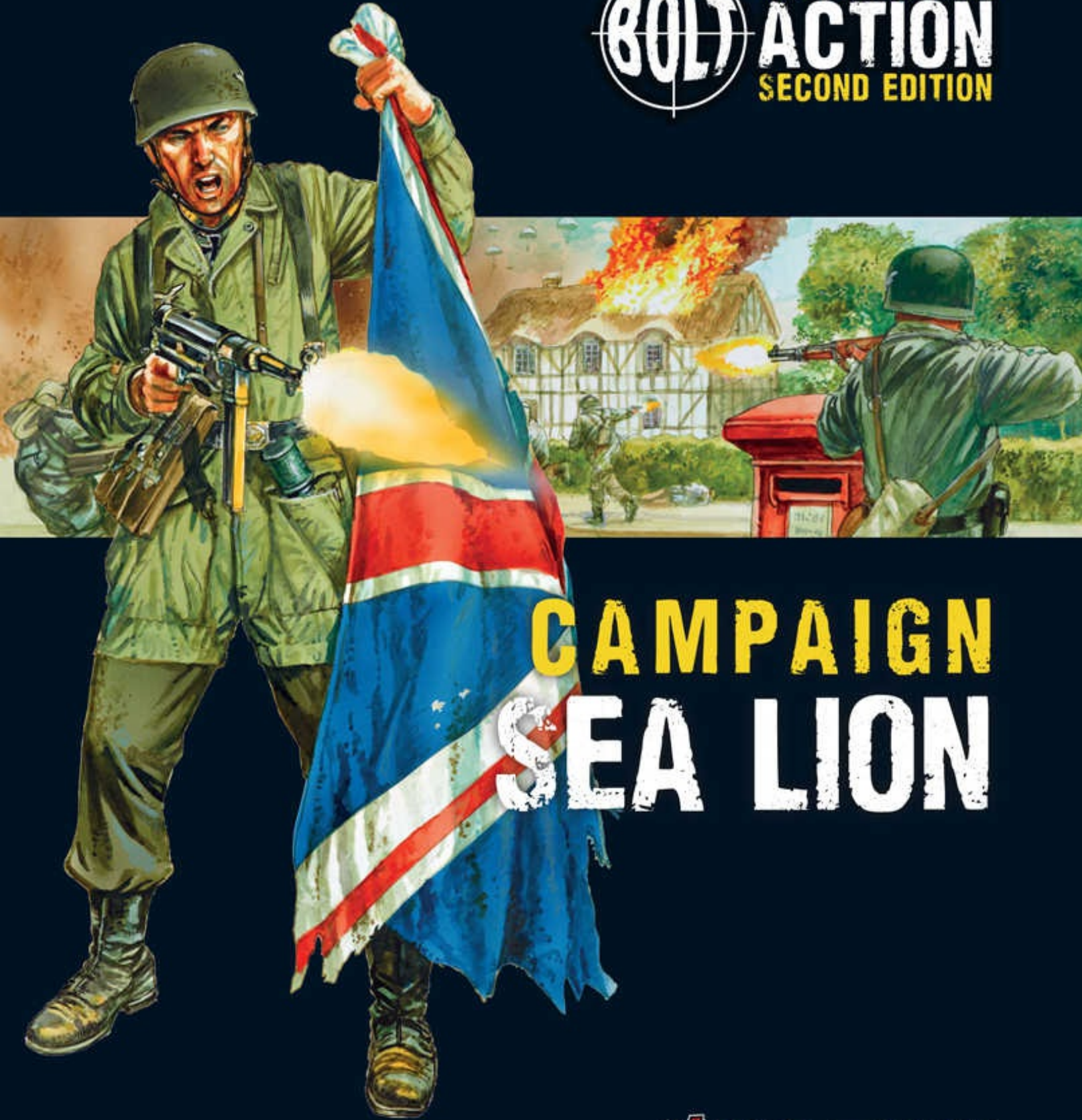




World War II Wargames Rules

ACTION
SECOND EDITION



CAMPAIGN SEA LION





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SECOND EDITION

CAMPAIGN:
SEA LION



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WHAT IS THIS BOOK?



‘In England, they’re filled with curiosity and keep asking, “Why doesn’t he come?” Be calm, be calm. He is coming. He is coming!’

Adolf Hitler, 1940

‘We are waiting for the long-promised invasion. So are the fishes.’

Churchill, 1940

This book is a supplement for the *Bolt Action* World War II tabletop wargame. It contains all the background, rules and army information to field miniature wargame armies for *Seelöwe*, a hypothetical Nazi invasion of Britain in September 1940. *Seelöwe* was real, in so far as it existed on paper and some quite serious plans were enacted to modify river barges and move them to the Channel Ports, but the threatened invasion never happened. Why this is so, is discussed briefly at the end of the book.

Primarily this supplement will concentrate on the wargaming aspects of Unternehmen *Seelöwe*, (Operation *Sea Lion*), but, because we are in the realms of alternative history, or even outright fantasy, we will have to focus rather more on narrative history than previous *Bolt Action* supplements. Nevertheless, historical points are only discussed here where their interpretation has some direct bearing on the wargame rules or for a general introduction to establish context. There has been a reawakened interest in *Seelöwe* in recent years, inspiring a number of new popular history titles on the subject.

You will require the *Bolt Action* wargames rules to use this supplement. You

will also find the relevant *Bolt Action* national armies supplements useful but not absolutely essential since the information within them can be recreated using the army lists in the core rule book as guides. These supplements include *Armies of Great Britain*, *Armies of Germany*, and the Germany Strikes! theatre book.

Leaving aside military-backed coups such as The Glorious Revolution of 1688, no foreign invader has successfully invaded Britain since William the Conqueror in 1066 – and that was a close run thing. A successful invasion of a large island with substantial military assets will never be easy; the reader is directed to the plans for Operation *Olympic* – the proposed invasion of Japan at the end of World War II – but naval supremacy is undoubtedly a prerequisite. So England's (and later the United Kingdom's) naval supremacy left the invincible armies of Philip of Spain and Napoleon staring impotently at the storm-tossed, twenty miles of grey sea that separated the island from the continent. Nothing essentially had changed in 1940.

But let's play a game of make believe, a tale of what if. What if somehow, some way, the Germans managed to evade the long reach of the Royal Navy to throw themselves upon the beaches and landing fields of Britain in September 1940?

This book is about what happens next.

A HISTORY OF *SEELÖWE*



THE TIMELINE

This is a timeline for a potential German invasion of Britain in 1940 that mixes reality with a slightly changed history; history has to be reimagined because *Seelöwe* proved impossible as events unfolded in the real world. Our new timeline starts in the 1930s with a little known Labour politician called George Lansbury.

OCTOBER 1932

George Lansbury leads the Labour Party on a disarmament policy: ‘I would close every recruiting station, disband the Army and disarm the Air Force. I would abolish the whole dreadful equipment of war and say to the world: “Do your worst”.’

OCTOBER 1935

Lansbury sees off a leadership bid by Major Clement Attlee.

DECEMBER 1936

King Edward VIII is permitted a morganatic marriage to Wallis Simpson.

MAY 1937

Chamberlain appointed as Prime Minister.

MARCH 1938

Anschluß, Germany occupies Austria.

SEPTEMBER 1938

Chamberlain agrees at Munich to let Hitler annex the Sudetenland.

MARCH 1939

Hitler orders the invasion of Poland.

SEPTEMBER 1939

France and Great Britain declare war on Germany.

OCTOBER 1939

Poland falls.

APRIL 1940

Denmark falls.

MAY 1940

Norway and Sweden sign a neutrality pact of mutual assistance; Germany overruns the Low Countries isolating the best French divisions and the British Expeditionary Force; Lord Halifax replaces Chamberlain as Prime Minister and, supported by the King and Lansbury, opens armistice negotiations with Hitler for a separate peace abandoning France.

JUNE 1940

The British Expeditionary Force is evacuated from Dunkirk with the loss of much of its equipment; Hitler shows French politicians proof that the British intended to stab France in the back by exposing the secret agreement between the UK and Germany, causing the fall of Reynaud's government; Pétain forms a new French government that is allied to Germany in collaboration with the Moscow-controlled French Communist Party; Halifax rejects a Royal Navy plan to destroy the French Fleet, the fourth largest in the world, at Mers-el-Kebir as 'criminally aggressive'.

JULY 1940

German joint services, including Italian and French representation, meet to consider the invasion of Great Britain; Luftwaffe carries out a surprise strike against RAF Fighter Command assets, including the radar chain on the Channel coast, in violation of the recently signed Anglo-German Treaty; Halifax and Lansbury resign and are replaced by Churchill and Attlee.

AUGUST 1940

Invasion preparations begin with the concentration and conversion of river barges in the Continental Channel Ports; Luftwaffe operations intensify to include attacks on Channel shipping and Royal Naval installations, particularly in Kent; Italian and French fleets join at Toulon and the German surface fleet concentrates on the North Sea coast.

SEPTEMBER 1940

The Third Reich, supported by French and Italian naval assets, invades Britain.

Men of the 2nd Glosters capture the crew of a disabled PzKpfw 35(t), by Howard Gerrard © Osprey Publishing. Taken from Campaign 219: Dunkirk 1940.



German forces push through the Home Counties



THE PLAN

By mid-September 1940, the Kriegsmarine had assembled the necessary transports for the invasion. They consisted of: 165 steamers; 1,130 barges, one third motorised with the rest towed by 390 tugs; 140 trawlers; 120 motor coasters; and 1,500 small motorboats. Yacht clubs and Continental merchant marines were scoured to secure the 16,000 sailors needed in addition to the 6,000 naval personnel allocated to man the ships for the invasion. D-Day for the invasion was set for the morning of 21 September 1940.

The convoy could make around four knots so would have to allow the vicious Channel tidal currents to sweep them up and then down the Channel with the hope of arriving more or less where they intended. Nevertheless, army officers were warned that it was highly likely that units would arrive piecemeal and scattered over a wide area and that plans should be prepared for such an eventuality.

The army insisted that the convoy travel by night so that the landings would take place at dawn. This was considered essential for the invaders to have enough time to fight their way inland to secure their initial objectives. In vain the Kriegsmarine pointed out that this would considerably add to the navigation issues already raised. It would also make the air war irrelevant, at least as far as

the first wave ashore were concerned. The primary danger to the invasion forces at night would come from the warships of the Royal Navy.



The 17th and 35th Infantry Divisions would land on the Folkestone–New Romney coast, sailing from Dunkirk, Rotterdam and Ostend in two waves, and the 7th Infantry and 1st Mountain Divisions at the Rye–Hastings coast, sailing from Calais and Antwerp in two waves. These landings would be supported by three battalions of amphibious/submersible tanks.

The 26th and 34th Infantry Divisions would land in the Bexhill–Eastbourne zone, sailing from Boulogne and Le Havre, and the 8th, 28th, and 6th Mountain Divisions were intended to land in the Beachy Head–Brighton area. A single battalion of amphibious/submersible tanks was allocated to support these landings.

In addition, a Luftwaffe anti-aircraft unit would land in each zone to provide direct fire support as well as anti-aircraft protection. This was particularly necessary as each division would be stripped of its divisional artillery and much of its support infrastructure including vehicles and horses. Only 6,700 men from each division could be lifted out of a nominal strength of 17,500 so these were very stripped down ‘all teeth and no tail’ units.

Motorboats would be used to land Brandenburger commandos ahead of the main invasion force to create confusion and panic by attacking military and civilian communication centres and also where possible to neutralise shore batteries.

The Kriegsmarine estimated that it would transport this first wave over eleven days provided (i) the Royal Navy could be kept at bay and (ii) losses in transports were minimal. The German naval assets within the Channel invasion zone for escort duties included seven destroyers and seven motor torpedo boat

flotillas. But in the immediate vicinity of the south coast invasion zone from Portsmouth to Harwich, the Royal Navy could call upon three cruisers, three light cruisers, forty destroyers, four corvettes and some 35 motor torpedo boats.



British Army anti-tank rifle team

The second invasion wave was due to start transportation at D +12, when it was assumed that the ports of Folkestone and Dover would have been captured and cleared for use so that heavy equipment could be unloaded directly onto the docksides. This wave would consist of 4th, 7th, 8th and 10th Panzer Divisions, the 20th and 29th Motorised Infantry Divisions, the 12th, 24th, 30th and 58th Infantry Divisions, and the motorised infantry regiments Grossdeutschland and Liebstandarte SS Adolf Hitler.

The bulk of the mobile units were intended to break through the British lines west of London, cross the Thames, and swing north and east to surround the capital. As infantry units followed up and took their place around the London pocket, the released mobile units would strike west down the Thames valley and north towards Birmingham, to isolate the south east of England.

Finally, on D +30 if the British had not already sued for peace, the 15th, 25th, 78th and 164th Infantry Divisions would be landed to provide reinforcements to reduce London, while motorised units pushed on to take Bristol and Birmingham.

Other than fighter combat air patrols over the beachheads and reinforcement convoys, the Luftwaffe was tasked with reconnaissance, interdiction of road and rail networks and direct support for the artillery-deficient German infantry. Goering also promised that his beloved Luftwaffe would drop the 7th Flieger Division onto the high ground to the north of Folkestone and Dover to isolate the ports, so as to assist in their capture. Nevertheless, the primary objective of the Fallschirmjäger was Lympne airfield with a view to using its runway to fly in reinforcements from the 22nd Airlanding division.

The key German aircraft for this operation would be the 'Auntie Ju', the Ju 52 trimotor transport. Its cruise speed was a mere 100 mph and, when dropping paratroops, it flew straight, low and slow. With no armour and a single heavy machine gun in a dorsal turret for defence, the Ju 52 was an enemy fighter pilot's delight – a veritable sitting duck.

Lead German elements advance through a farm



Each Auntie Ju could carry only twelve Fallschirmjäger and their kit. Germany started the war with 475 transport planes but had suffered substantial losses during the campaign in the Low Countries. Over two hundred transports were destroyed and many more damaged. By September, only 350 Ju 52s could be considered remotely operational so only around 4,000 men could be carried in each lift. It would therefore require six operations over three days to drop the 22,000 men of the 7th Flieger Division, assuming minimal losses from all causes amongst the transport planes.

The Luftwaffe also had at its disposal around 150 DFS 230 troop-carrying gliders, each of which could carry nine men in addition to the pilot plus around 270 kg of equipment. Unlike the Ju 52, the gliders were not reusable so their lift

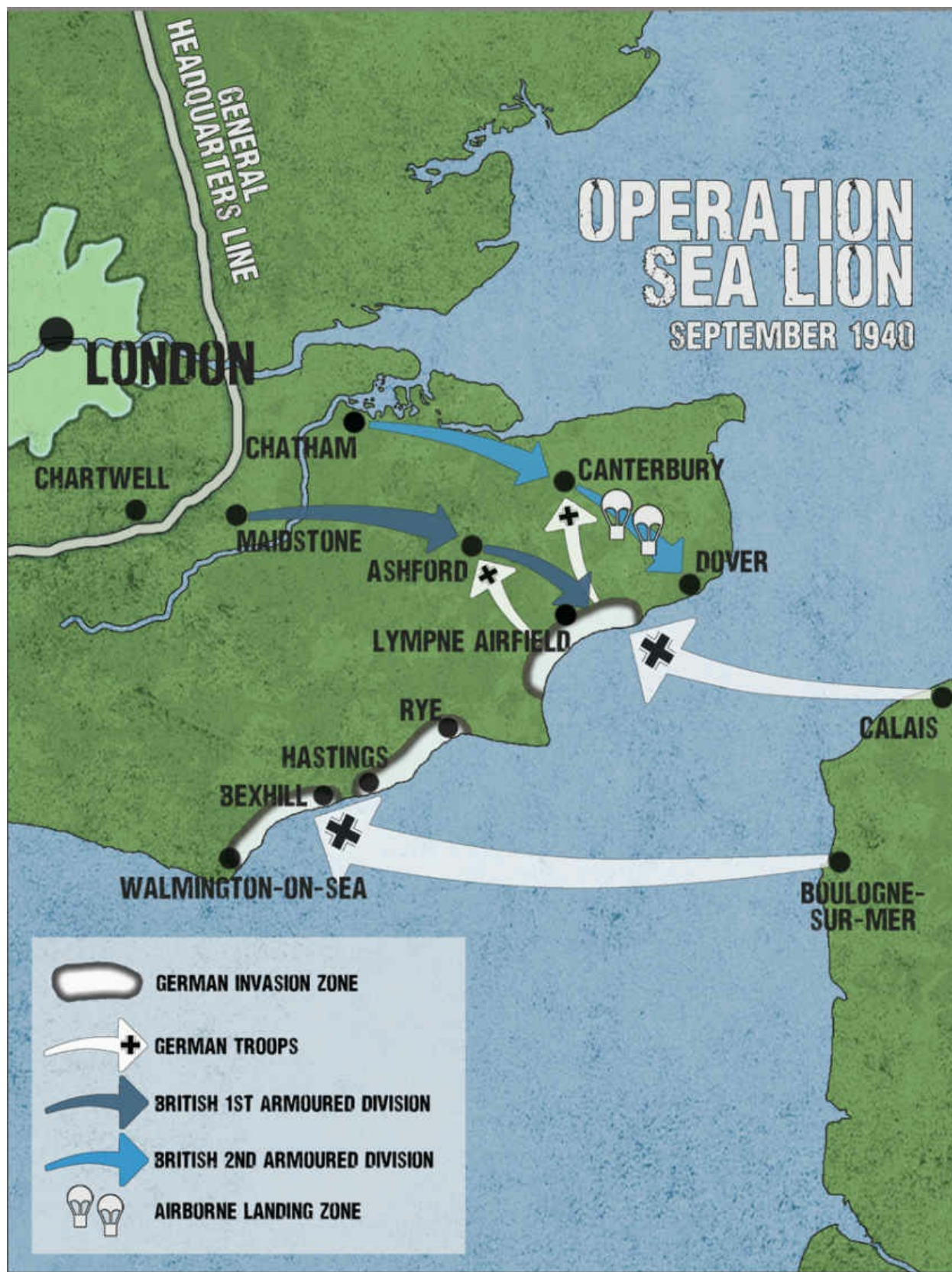
of 1,500 airborne troops was a one-shot asset. In addition, gliders had to be towed, either by a two-engine bomber or fighter, or by a Ju 52 that at a pinch could handle two gliders per plane. Accordingly, the gliders were held in reserve to be deployed as and when the situation warranted.

INVASION

D –1

In late afternoon of 20 September the combined Franco-Italian fleet departed Toulon to force the Strait of Gibraltar. The Royal Navy's Force H stationed at the Strait had only three capital ships, the *Resolution*, the *Renown* and the carrier *Ark Royal*, but around fifteen destroyers. Force H's response was therefore limited to a confused night action by the destroyers and *Ark Royal*'s Swordfish torpedo bombers in which for only moderate losses they sunk an Italian cruiser and damaged the old battleship *Bretagne*. The latter was caught limping back to Toulon by the British Mediterranean Fleet and destroyed when it suffered a magazine explosion. The Mediterranean Fleet rendezvoused with Force H and followed the Franco-Italian Fleet into the Bay of Biscay but was now well behind. The *Bretagne*'s sacrifice had not been in vain.

The German fleet led by the new battleship, *Bismarck*, entered the North Sea in late afternoon on 20 September and feinted north under observation by Coastal Command maritime aircraft. Unobserved, when night fell the fleet changed course south for the Channel.





Pz.kfw 1 Ausf.A

The Royal Navy task force at Scapa Flow, built around the battlecruiser *Repulse* and the carrier *Furious*, weighed anchor and was ordered to race for the Iceland–Faeroes gap, the Admiralty assuming that a Kriegsmarine surface-raider mission was in progress. But as a precaution, the British fleet in the North Sea at Rosyth was put on instant readiness.

One of those fickle chances of fate that have often had such an impact on human affairs intervened when the Dutch torpedo boat *G15*, on a mission to land agents in occupied Holland, ran smack into the German formation. For the best part of an hour, she shadowed the fleet radioing its position before being detected and sunk by destroyer escorts. At first light, British reconnaissance aircraft combed the North Sea and soon located the German warships. By then, the Rosyth fleet was already at sea and on an intercept course.

The invasion fleet of barges were supposed to form up into columns outside its ports as soon as night fell and then proceed across the Channel with MTB escort. However, by midnight some had still not cleared harbour while others had failed to find their allotted position in column. In desperation, the order was given for each small group of barges and steamers to proceed independently.

Ironically, the resulting dispersion and confusion probably saved the lives of many German soldiers. The flotillas of Royal Navy destroyers that flooded the Channel that night were often reduced to chasing down individual steamers and barges.

And so it begins: Germans land in southern England



D-DAY

The Fallschirmjäger landings in Kent, considered to be one of the more risky features of *Seelöwe*, were in practice a resounding success. Few intercepting RAF fighters broke through the massed cordons of Luftwaffe fighters, so losses among the transports were light. It also helped that the landing zone had little in the way of anti-aircraft guns. The paratroopers landed in good order in more or less the right place and by midday had captured Lympne airfield and started to deploy across access routes to Folkestone and Dover.

The sea landings, while not a disaster, were a complete mess with troops deposited more or less at random along the coasts of Essex, Kent, Sussex and Hampshire from dawn to midday. Not unreasonably, most army officers on the barges took the view that they should get onto dry land as fast as possible rather than cruise along at four knots in daylight off the British coast while the Kriegsmarine tried to work out where they were. One group of German soldiers made a very successful attack on the Belgian coast, after having got somewhat turned around in the dark.

The first great naval battle of the campaign took place in the North Sea on the morning of 21 September when the Kriegsmarine battlefleet deployed to block the northern approach to the Strait of Dover. At the core of the attacking Rosyth fleet were the 16" gun battleships *Nelson* and *Rodney* and the battlecruiser

Hood. The British warships survived coming under fire on their run in, with the exception of a small fire in the *Hood*'s AA ammunition started by a hit from the German cruiser *Prinz Eugen*. However at 18,000 yards, the *Hood* was just turning to bring her rear turrets to bear when *Bismarck*'s fifth salvo detonated her rear magazines. She sank instantly in a catastrophic explosion.

Bismarck's crew had little time to celebrate their victory as almost immediately a shell from *Rodney* destroyed her bridge, the salvo also rendering her forward turrets inoperable. After that it was a massacre. *Gneisenau* was pounded into a floating ruin and the *Admiral Hipper* sunk. Of the German capital ships present, only *Scharnhorst* and *Prinz Eugen* managed to disengage, the *Prinz Eugen* being damaged the next day by a British submarine torpedo.

The British battleships withdrew north to resupply rather than pursue to avoid U-boat and Luftwaffe attacks. At this stage, they were unaware that the invasion was in progress and no one in the Admiralty had thought to inform them.

The Franco-Italian battlefleet survived attacks by the Plymouth destroyer flotilla to arrive more or less intact off the beach heads. There they drove off British light naval forces to create a safe corridor for the barges and steamers to return the continent after having discharged their troops. Unfortunately, there was no time to load and transport a second wave of invaders before nightfall and the German Army sensibly ruled out another night crossing after the first fiasco.

By nightfall, German gains on the beach heads had been modest, most of the day being spent reorganising the scattered forces into viable Kampfgruppen. The Luftwaffe attempted to fly reinforcements into Lypne but this time the RAF were waiting. Two squadrons of Hurricanes broke through the Me 109 cover, which was tied up dogfighting with Spitfires, and in thirty terrible seconds wreaked havoc on the lumbering transports. Thirty-seven Ju 52s either failed to return or were too badly damaged to be available for further operations the next day.

Royal Navy destroyers launched a series of night torpedo attacks on the Franco-Italian fleet, forcing them to withdraw into Brest, and picked off any stragglers from the invasion barges trying to reach shelter in a Continental port.



German Army medium mortar team

D +3

After three days of heavy fighting, Canterbury, Ashford, Dover and Folkestone had fallen, giving the invaders a secure foothold in south-east Kent. The authorities had unaccountably failed to sink block-ships in the harbour entrances. These were, however, small ports and by D +3 were only capable of handling around 500 tons of supplies per day, the bare minimum to supply the combat needs of a single German infantry division.

Everything else had to be laboriously downloaded and hauled over suitable beaches. Boasts by Goering that his Luftwaffe could make up the difference turned out to be wildly optimistic. Air resupply barely covered the needs of the already landed, regimental-sized, Fallschirmjäger force. The German Army was reduced to choosing between replacements for their infantry casualties or resupply for the exhausted troops. It began to dawn on OKW planners that there was little possibility for landing all of the first wave by D +11, let alone the second wave of motorised troops (who in any case could not be supplied).

To break the log-jam, deflect the increasing criticism of the Luftwaffe's limitations, and restore Hitler's confidence, Goering elected to try a bold stroke – the so-called Baedeker raids. These were fancifully named after the popular travel guides, as they focussed on attacking cultural centres in the provincial county towns and cities of Britain.

Assault glider-borne raids of small units were launched onto prestigious targets from Exeter to Edinburgh. This was possible because the DFS 230 glider had an astonishing glide ratio of 1:18 when fully loaded and was almost invisible to radar – ideal for covert operations.

Luftwaffe bombers towed the gliders over the British coastline at night,

releasing them at daybreak. The bombers then safely returned to their bases on the Continent before they could be intercepted by RAF fighters, leaving the gliders to proceed on to their targets.

The most famous, or infamous, Baedeker Raid, was the night attack on Chartwell in Kent in an attempt to assassinate Winston Churchill.

These raids were intended to sow confusion and terror rather than achieve any particular military objective, and in so doing draw British forces away from the Kent beachhead. Seen in that light, it was a classic Nazi audacious manoeuvre: a bully's bluff to frighten an unsure opponent. Of course, it failed dismally and simply threw away first-class light infantry that would be sorely needed in the coming years.

The days of cheap and easy victories were over.

D +5

A pattern emerged where the Kriegsmarine ran supplies into the Kent beachhead during daylight, when the Luftwaffe and the Franco-Italian fleet could protect the vulnerable convoys. At night the Channel belonged to the Royal Navy. Heavy cruisers shelled the Channel Ports while lighter ships actually entered the anchorages, firing torpedoes and generally causing mayhem. RAF Bomber Command hit the ports night after night, dropping flares to assist the Royal Navy.

Each day there were fewer transport ships available than the day before, and the Franco-Italian battlefleet was gradually whittled away. The British also took losses but, unlike the Axis, they had naval replacements readily available from their extensive global reserve.

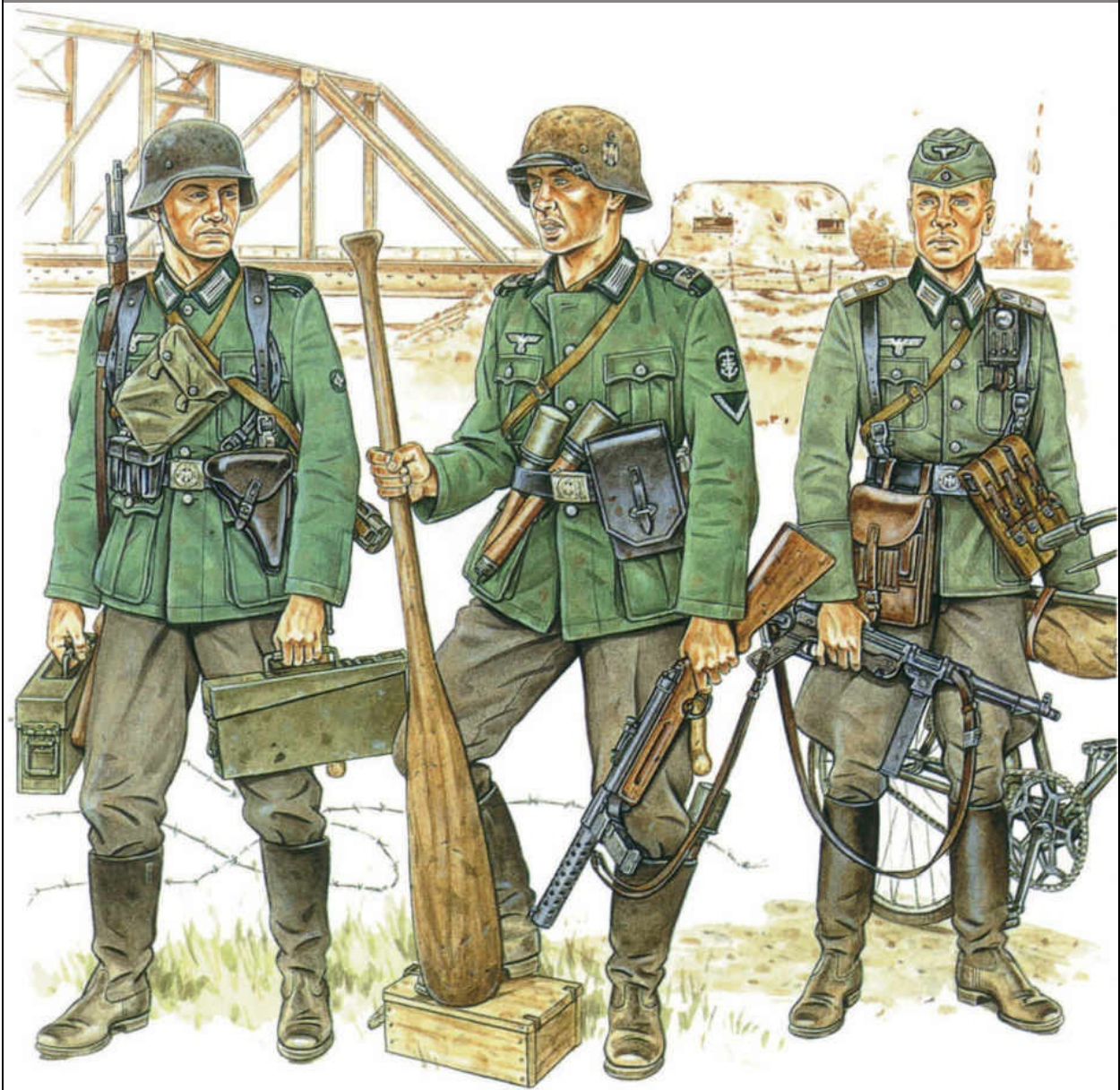
On land, the Wehrmacht pushed slowly inland in fits and starts as the logistic flow permitted. The high point was when some units reached the GCHQ defence line before being stopped.

D +10

A Royal Navy battlefleet based around the battleships *Resolution*, *Warspite* and *Malaya*, and the battlecruiser *Renown*, assembled at Plymouth and made their way up-Channel escorted by destroyers, light cruisers and four anti-aircraft cruisers. By dawn they were in position off the south coast and began to

bombard the German beachhead under a cab rank of fighter protection that utilised every available RAF fighter, including Gloster Gladiator biplanes.

(L–R) Oberschütze, Infanterieregiment 49; Gefreiter, Pionierbataillon 30; Leutnant, Aufklärungsabteilung 254, by Stephen Andrew © Osprey Publishing. Taken from Men-at-Arms 311: The German Army 1939–45 (1).





At the same time, the 1st and 2nd Armoured Divisions with accompanying infantry and artillery left their jump off points at Maidstone and Chatham and struck east towards Canterbury and Ashford, respectively. Progress was initially slow, but after what General Montgomery described as ‘crumbling assaults’ by his infantry, the armoured divisions passed through holes in the German lines to reach the outskirts of the objective cities on D +12. There they were forced to pause for resupply while infantry regiments moved up to isolate and recapture the urban areas.

The fate of Britain was decided, as always, in the English Channel. The Luftwaffe lacked torpedo bombers and the weapons carried by its dive bombers were ineffective against battleship armour. Although destroyers and cruisers suffered, the battleships intercepted and drove off the Franco-Italian battlefleet, which withdrew to Brest in disarray. Royal Navy escorts then massacred the supply convoy, largely by ramming and swamping the hapless river barges. Aircraft losses were high on both sides.

D +15

2nd Armoured crashed through a thin German defensive crust to run down the old Roman road, Watling Street, reaching the coast in a pincer movement north and south of Dover. 1st Armoured attacked over the North Downs, hitting the sea at Hythe such that the German beachhead was broken into three pockets around Dover, Folkestone and Lympne. Hitler refused to sanction any attempt at a reverse-Dunkirk evacuation and declared that Folkestone and Dover were to be considered fortresses and held until reinforcements could be sent.

The Luftwaffe made several attempts to resupply the ports by air until the losses of aircraft, largely due to flak guns rushed down from London, became

insupportable. A unit of Waffen-SS at Dymchurch started shooting hostages when their commander was assassinated by an Auxiliary Unit sniper. Wehrmacht infantry took the opportunity to disarm the Waffen-SS by force, freeing the hostages and thus ensuring their own safe passage to a comfortable Canadian POW camp. Most of the Waffen-SS were unfortunately later shot trying to escape.

Taking the hint, the German commanders at Dover and Folkstone sent radio communications to Oberkommando der Wehrmacht promising to fight to the last man and bullet – then quietly surrendered. The Fallschirmjäger at Lympne relied on Goering's assurances of relief and refused to give in. They had to be rolled over by a tank and infantry assault.

A British Army section redeploys



BRITISH ANTI-INVASION FORCES



The British Army was in a parlous state immediately after the retreat from Dunkirk because, although many men had been rescued, much equipment was left behind. Around half the army's heavy weapons had been lost. In June the army could field only 22 half-strength infantry divisions, with perhaps 20% of their artillery paper strength, and only enough tanks and support to equip a single armoured division.

By September, when *Seelöwe* was due to be launched, the situation had changed out of all recognition. Britain's military industrial complex turned out around 100 25-pdr field guns per month with up to 300 4.5" guns also having been modified for use. In addition, ammunition reserves had doubled. British tank production was ramped up to match German (it would exceed Germany by 1941) and there were now enough cruiser, infantry and light tanks to equip two armoured divisions, and also independent brigades equivalent to a full division. Figures are hard to come by but, as a rough guide, the British Army now had slightly more than 300 cruiser tanks, slightly less than 300 infantry tanks, well over 600 light tanks and 3–4,000 armoured carriers. The primary shortage by September was in anti-tank guns (which were still at 25% of theoretical establishment) and mobile anti-aircraft guns.

The 1st Armoured Division and the 1st Army Tank Brigade were in VII

Corps, in reserve in Surrey, right in the primary invasion zone; the 2nd Armoured was in IV Corps in Buckinghamshire, guarding the south-west and north-west approaches to London.

Two types of Theatre Selectors for British units are given below. One type consists of reinforced platoons so is suitable for normal *Bolt Action* game play. The other type is lists for 'patrols' and is intended to fight in patrol scenarios against German raiders. However there is nothing to stop players adding a patrol unit to a reinforced platoon as an ally in a normal game.

THEATRE SELECTORS

BRITISH REGULAR ARMY REINFORCED TANK PLATOON

This is the type of armoured force that might be drawn from the 1st or 2nd Armoured Division poised around London to counterattack the main invasion force.

The units in this selector can be found in the *Armies of Great Britain* supplement or the [New British Units section](#).

Tin Cans and Tommies – British armour and infantry



TOP SECRET

COMMONWEALTH FORCES

Whilst we refer to the defending forces as 'British' throughout this book we would be remiss not to acknowledge the part played by other elements of the Commonwealth.

VII Corps contained the 1st Canadian Infantry Division, the only full-strength division for the defending forces. When Major General McNaughton was promoted to Corps Commander this formation was renamed the Canadian Corps. The

Brigade group-strength New Zealand Division was part of Eastern Command's XI Corps.

If you wish to field these Commonwealth elements simply use them as direct replacements for British Regular Army units.

1 Command vehicle from: A9, A10, A13, Universal Carrier, MkIVB, MkIVC to which you must give the Command vehicle special rule for +25pts), or the Guy Lizard Command vehicle

2 Vehicles: A9, A10, A13, Universal Carrier, MkIVB, or MkIVC

plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward observer (either Artillery or Air)

Infantry

0–3 Infantry sections: Early War Regular or Inexperienced infantry sections

Artillery

0–1 Artillery unit: Field artillery, Anti-aircraft or Anti-tank gun

Field artillery: 25-pdr Light howitzer

Anti-aircraft gun: 40mm Heavy automatic cannon

Anti-tank gun: QF 2-pdr Light anti-tank gun

Armoured Car

0–1 Armoured car: Universal Carrier, Guy Armoured Car, Morris Light Reconnaissance Car, Humberette, or Daimler Dingo

Tank

0–1 Tank: A9, A10, A13, Valentine Mk I, Universal Carrier, Mk IVB or Mk IVC

Transports and Tows

The platoon must include enough transport and tow vehicles for all the infantry and artillery units from: 15cwt, 30cwt, 3 ton trucks, Universal Carriers, Utility cars or Quad tractors

SPECIAL RULES

- Units must choose the Rapid fire national characteristic and cannot be purchased as Veterans.
- Armoured Division infantry sections may have a maximum of eight men and may add a Boys anti-tank rifle for +15 points – a second man acting as loader.
- The following rule replaces the Bombardment and Artillery Support army special rules:

Resolute: British infantry were resolute in defence. If a British infantry or artillery unit that was treated as 'in cover' when enemy fire causes enough casualties to cause a morale check then the unit benefits from a +1 morale modifier for the check.



Carden Loyd MMG Carrier

BRITISH REGULAR ARMY INFANTRY REINFORCED PLATOON

This Theatre Selector represents a predominantly infantry force drawn from the well-equipped regiments held in reserve for counterattacks near the main invasion zone areas of the south and east coasts, and around London.

The units in this selector can be found in the *Armies of Great Britain* supplement or the [New British Units section](#).

- 1 Lieutenant – First or Second
- 2 Infantry sections: Early War Regular or Inexperienced infantry sections

plus:

Headquarters

- 0–1 Captain or Major
- 0–1 Medic
- 0–1 Forward observer (either Artillery or Air)

Infantry

- 0–4 Infantry sections: Early War
- 0–1 Machine gun team
- 0–1 Anti-tank team: Boys anti-tank rifle
- 0–1 Mortar team: Light or Medium
- 0–1 Sniper team

Artillery

- 0–1 Artillery unit: Field artillery, Anti-aircraft or Anti-tank gun
- Field artillery: Light, Medium or Heavy howitzer
- Anti-aircraft gun: 40mm Heavy automatic cannon
- Anti-tank gun: QF 2-pdr Light anti-tank gun

Armoured Car

- 0–1 Armoured car: Universal Carrier, Morris Light Reconnaissance Car, Humberette, Beaverette (any mark)

Tank, Tank destroyer, Self-propelled artillery and Anti-aircraft vehicles

- 0–1 Tank: Vickers Medium I/II, Matilda II, Valentine Mk III, Universal Carrier, Mk IVB or Mk IVC, Bedford OXA

Transports and Tows

0-1 Transport vehicle per infantry unit from: 15cwt, 30cwt, 3 ton trucks, Universal Carriers, Utility cars, Civilian cars, lorries and busses

0-1 Tow from: 15cwt, 30cwt, 3 ton trucks, Universal Carriers, Utility cars, Quad tractors

British soldiers advance through a churchyard



SPECIAL RULES

- Units must choose the Rapid fire national characteristic and may be Regular or Inexperienced.
- In addition, the following rule replaces the Bombardment and Artillery Support army special rules:

Resolute: British infantry were resolute in defence. If a British infantry or artillery unit that was treated as 'in cover' when enemy fire causes enough casualties to cause a morale check then the unit benefits from a +1 morale modifier for the check.

BRITISH REGULAR ARMY ANTI-PARACHUTIST 'LIGHT INFANTRY' PATROL

This list is based on the operational orders of the 7th Lincolnshire Regiment, which was located around Nottingham in July 1940. It is fairly typical of a regular battalion on anti-parachutist duties in 'quiet' areas away from the key invasion zone around London, and the south and east coasts of England. Such a force was at the end of the queue for equipment replacement.

The anti-tank grenades included here were known as AWs, or more properly the No. 76 Special Incendiary Grenades, a phosphorus munition self-igniting upon contact with air. Around six million were manufactured from July 1940, to August 1942. Initially given to regulars, they mostly ended up in the Home Guard (see also [Northover Projector](#)).

A classic light infantry force with no artillery or armoured vehicles and no air or off-table artillery support, it is adequately armed to deal with Fifth Columnists or Fallschirmjäger raiders.

This list is suitable for patrol scenarios or as allies to a British reinforced platoon in a battle scenario. The units in this selector can be found in the *Armies of Great Britain* supplement or the [New British Units section](#).

1 Lieutenant – First or Second

2 Regular Infantry sections (Early War): one Inexperienced, one Regular

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

Infantry

0–4 Infantry sections (Early War): Inexperienced

0–1 Tank hunting infantry section: Regular

SPECIAL RULES

- The HQ unit may take a Civilian car.
- All infantry sections must take Anti-tank grenades (AWs) at +2pts per model, not just the official tank hunters, so all infantry count as Tank Hunters.
- May add one Civilian bus.
- The Tank hunting section may additionally be equipped with bicycles at +1pt per model OR with a Civilian van.
- Units must choose the Rapid fire national characteristic and cannot be purchased as Veterans.
- In addition, the following rule replaces the Bombardment and Artillery Support army special rules:

Resolute: British infantry were resolute in defence. If a British infantry or artillery unit that was treated as 'in cover' when enemy fire causes enough casualties to cause a morale check then the unit benefits from a +1 morale modifier for the check.

(L-R) Corporal-of-horse, Royal Horse Guards, and anti-tank gunner, 1st Welsh Guards, by Mike Chappell © Osprey Publishing. Taken from Elite 61: The Guards Divisions 1914–45.



BRITISH ARMY COASTAL DEFENCE REINFORCED PLATOON

This represents the type of largely static force designed to impede a German invasion force on the beaches – the so-called ‘coastal crust’. They were not expected to throw the invaders back into the sea but to act as a delaying sacrificial gambit to give more mobile counter-attack forces time to mobilise and deploy.

The first line of defences on the beaches consisted of minefields and barbed wire. Away from likely invasion points, these might be the only defences. Further back, pillboxes would be positioned to give enfilading fire and exit points might be blocked by Dragon’s Teeth. Admiralty scaffolding, medieval-looking racks made from steel tubes, might be constructed further down the beach to block tank movement. For game purposes, these are simply another form of Dragon’s Teeth since they were wholly ineffective against invasion barges. Particularly sensitive areas would also be defended by static obsolete naval guns.

The following list is based around either a British Regular Infantry reinforced platoon or a Home Guard reinforced platoon. This list is suitable for regular scenarios. It may also be used for patrol scenarios provided no armoured vehicles are taken. The units in this selector can be found in the *Armies of Great Britain* supplement or the [New British Units section](#).

1 Regular Army Lieutenant, First or Second OR 1 Home Guard Platoon Commander, Junior or Senior
2 Infantry Sections: Early War Regular or Inexperienced infantry sections OR 2 Home Guard volunteer sections

plus:

Headquarters

Select from the British Regular Infantry list OR the Home Guard list

plus:

0–1 Royal Navy officer

Infantry

Select from the British Regular Infantry list OR the Home Guard list

plus:

0–2 Royal Navy section

Artillery

0–2 Emplaced coastal guns

Armoured Car

0–1 vehicle from: Guy Armoured Car, Humberette, Universal Carrier

Tanks, Tank destroyers, Self-propelled artillery, Anti-aircraft vehicles and Mad inventions

0–1 vehicle from: Medium C Hornet, Mobile Naval Anti-tank gun, Thorncroft 3-ton J type lorry, Bedford OXA

Transports and Tows

0–1 Transport vehicle per infantry unit from: 15cwt, 30cwt, 3 ton trucks, Universal Carriers, Utility cars, Civilian cars, lorries and busses

0–1 Tow from: 15cwt, 30cwt, 3 ton trucks, Universal Carriers, Utility cars, Quad tractors

Fortifications

0–2 Barbed wire

0–1 Dragon's Teeth

0–2 Minefield

0–1 Pillbox

plus:

0–1 Armoured train

SPECIAL RULES

- Units may be Regular or Inexperienced.
- British Army units must choose the Rapid fire national characteristic.
- In addition, the following rule replaces the Bombardment and Artillery Support army special rules:

Resolute: British infantry were resolute in defence. If a British infantry or artillery unit that was treated as 'in cover' when enemy fire causes enough casualties to cause a morale check then the unit benefits from a +1 morale modifier for the check.

A British forward observer team concealed in a Church liche gate



Reach for the sky! A British Bofors team searches for Luftwaffe targets



BRITISH ARMY AIRFIELD DEFENCE REINFORCED PLATOON

Airfields tended not to be on the coast so the primary threat was the landing of airborne troops by parachute or glider. By definition airfields tend to have plenty of open space suitable for landing aircraft. Open land near to the coast (or airfields) was usually blocked by trenches or other anti-glider obstacles such as heavy wooden stakes or old vehicles. For obvious reasons this couldn't be applied to the RAF and Royal Navy's bases.

The danger was that glider and parachute troops would grab an airfield by a *coup de main* attack so that reinforcements and supplies could be flow in in by transport aircraft such as the Ju 52, as they were in 1941 at Maleme airfield in western Crete during Operation Mercury.

The solution was deemed to be pop-up pillboxes, such as the Pickett-Hamilton, that could be lowered out of the way and semi-mobile pillboxes such as the Bison. These were supplemented by pillboxes built into the edges of airfields such as to fire inwards. Anything to block the landing of transport planes because the combat utility of light airborne troops declined rapidly after a few days unless they were resupplied and reinforced in some way either by a land link-up or by an air or sea bridge.

Airfields tended to be guarded by Territorial Army regiments – part time soldiers who were trained and equipped as regular army so should not be confused with the Home Guard – and will contain mostly Inexperienced troops

built around a core of professionals.

This Theatre Selector is suitable for regular scenarios but may also be used for patrol scenarios provided no armoured vehicles are taken. The units in this selector can be found in the *Armies of Great Britain* supplement or the [New British Units section](#).

1 Lieutenant – First or Second

2 Regular Infantry sections (Early War): one Inexperienced, one Regular

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward observer (Air)

Infantry

0–4 Infantry sections (Early War): Inexperienced (one may be Regular)

0–1 MMG team

0–1 Mortar team: Light or Medium

Artillery

0–1 Anti-aircraft gun: 40mm Bofors gun

Armoured Car

0–1 Rolls Royce, Guy, Humberette, Beaverette (any mark), Cockatrice

Tank destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: Bedford OXA, Mobile Naval Anti-tank gun, Armadillo, Beaverette Mk III AA, Thorncroft 3-ton J type lorry

Transports and Tows

0–1 Transport vehicle per infantry unit from: 15cwt, 30cwt, 3 ton trucks, Universal Carriers, Utility cars, Civilian cars, lorries and buses

0–1 Tow from: 15cwt, 30cwt, 3 ton trucks, Universal Carriers, Utility cars, Quad tractors

Fortifications

0–1 Pillbox or Pickett-Hamilton disappearing pillbox

0–1 Bison

SPECIAL RULES

- Units may be Regular or Inexperienced.
- British units are as described in the *Armies of Great Britain* supplement but they must choose the Rapid fire national characteristic.
- In addition, the following rule replaces the Bombardment and Artillery Support army special rules:

Resolute: British infantry were resolute in defence. If a British infantry or artillery unit that was treated as 'in cover' when enemy fire causes enough casualties to cause a morale check then the unit benefits from a +1 morale modifier for the check.

Local Defence Volunteers end their working day out on patrol



LOCAL DEFENCE VOLUNTEER PATROL 'REINFORCED PLATOONS'

The rapid collapse of the Belgian, Dutch and French armies ground under the tracks of the invincible panzer divisions generated a frisson through the English shires. Ad hoc groups of men in villages and towns formed into irregular militias to guard against the new perceived threat of Nazi stormtroopers capable of descending anywhere by parachute without so much as a 'by-your-leave'. Shotguns and the odd war souvenir were the commonly available firearms, but those with influence attempted to acquire more potent weapons.

On 14 May, Anthony Eden broadcast an appeal for volunteers to join the LDV – Local Defence Volunteers, also known as Look, Duck and Vanish, Long Dentured Veterans, or Last Ditch Volunteers – after the nine o'clock news on the BBC (where else?). A quarter of a million men tried to join up in the first 24 hours.

Britain had spoken.

The LDV wore civilian clothes with a khaki armband marked with 'LDV' in black letters. There may also have been the odd ex-military jacket (etc.) worn by veterans. Improvisation was the order of the day: one volunteer sported an enamel pot held on by one of his wife's head scarfs as a helmet. For gaming purposes it is probably best to use primarily civilian clothed models for LDVs to

distinguish them from Home Guard.

Weapons could consist of almost anything: golf clubs, knives lashed to broom handles, museum-acquired swords, pikes, obsolete firearms such as World War I souvenirs and Indian Mutiny Snider rifles, many shotguns, especially in the rural areas, and even the odd modern military weapon. Transport might consist of delivery vans, private cars, horses, bicycles or, amongst eastern England's many waterways, private motorboats.

The purpose of the LDV was to patrol, especially at night, to guard against spies, saboteurs and in general Fifth Columnists and Nazi parachutists of all descriptions. They also mounted guard at strategic points and operated road blocks.

The Ninth Earl of Jersey, George Child-Villiers, donated Osterly Park in west London as a training centre, which was presided over by a veteran of the Spanish Civil War. Tom Wintringham was an anti-Stalinist Marxist in the George Orwell model. He taught what we would now call guerrilla or asymmetric warfare techniques but ironically was never actually allowed to join the military on account of his being a revolutionary Marxist: one might think this rich given the massed ranks of Stalinist traitors in MI5 and MI6.

On 23 July, Winston Churchill renamed the LDV as the Home Guard and it gradually mutated into a proper military organisation with uniforms and rifles, albeit rather short of ammunition and heavy weapons.

LDV patrols are here subdivided into three types: Urban Militias, as represented by The Park Parashots, the rural Shire Patrols, as represented by the Much Marcle Watchers, and the Water Patrols, as represented by the Little Ship Club. Also included is the Women's Federation Toxophily Clubs which, while organised largely as a Shire Patrol, is a truly unusual formation. All these fine bodies of men and women actually existed (except for the bits I made up), if only for a short time.

Please note that LDV patrols are just that – patrols. They are not the equal of a serious military platoon. They might be used in the game in conjunction with regular military forces or on their own against similarly equipped German raiding parties, escaped airmen, Fifth Columnists and so on.

Technically, LDV and Home Guard should not appear together in the same game as the latter were created from the former, but the changeover was

probably not instantaneous so players should feel free to bend history a bit if they so choose.

These Theatre Selectors are suitable for patrol scenarios or as allies to a British reinforced platoon in a battle scenario.

Note that when LDV Patrols are fielded on their own, no British Army special rule applies to them (i.e. no national characteristic, no bombardment and artillery support, no Resolute, etc.). When fielded alongside a regular force, these rules do not apply to the LDV units.

URBAN MILITIA PATROL 'REINFORCED PLATOON'

These were urban and mechanised foot patrols that might be organised from a company workforce such as a factory, a large organisation such as the railway or Post Office, local chamber of commerce (the local tradesman) or a social organisation such as a Masonic Lodge or golf club. Their leaders might be drawn from middle class company management or a local respected professional person such as a bank manager. The leader may well have done some soldiering in World War I – or he may not, holding his rank more due to social position than military experience.

Old soldiers with army experience would be likely to be found among their number and are here classed as Regulars. The patrol would likely use wheeled transport but bicycles are more likely than cars and vans due to fuel shortages – there is a war on, you know!

The Park Parashots

1 Urban Militia Leader

1 Urban Militia Patrol

plus:

Infantry

0–4 Urban Militia Patrols

0–1 Veteran Urban Militia Patrol

0–1 Boy Scout Patrol

0–1 Urban Militia Support Team

Transports

1 Civilian car

1 Civilian goods delivery van



Home Guard Blacker Bombard

SHIRE PATROL 'REINFORCED PLATOON'

In March 1940 Lady Helena Gleichen was so concerned at the lack of official defenders at the Welsh borders that she organised her tenants into the Much Marcle Watchers and tried to wheedle 80 rifles and a 'couple of machine guns' out of the colonel of The Shropshires (my father's old regiment). The colonel's reply is regretfully not recorded but I have here assumed that Lady Gleichen has managed to acquire a Lewis Gun.

(L-R) Corporal, Dorset Home Guard; LDV Platoon Commander; Home Guard Auxiliary, by Malcolm McGregor © Osprey Publishing. Taken from *Elite 109: The British Home Front 1939–45*.



The Watchers will suffice as a model for all the rural patrols of the British

uplands from Cornwall to Fife. Men would be drawn from huntsmen, poachers and agricultural workers. These would probably be the best armed LDV patrols – there are lots of shotguns in the countryside – whose leader could easily come from the upper classes and therefore be used to giving orders. They would also tend to have more women than other groups; English countrywomen are noted for their robust attitude to such activities as shooting and riding to hounds.

Women played a small but notable part in the Home Guard. The Shire patrol can equally be used to represent units such as the Auxiliary Territorial Service, Amazon Defence Corps and Women's Home Defence.

Much Marcle Watchers

1 Shire Patrol Leader
1 Shire Patrol

plus:

Infantry
0–4 Shire Patrols
0–1 Shire Patrol Support Team

WATER PATROL 'REINFORCED PLATOON'

Britain is an island dominated by waterways. Tidal estuaries ensure that nowhere is much more than 50 miles from saltwater and the English lowlands are dissected by small rivers and canals. The waterways had lost economic significance with the construction of the railway and metalled road networks but they still served as a playground for boating enthusiasts.

A typical example would be the LDV Company of the Little Ship Club, which could muster 40 motorboats to patrol the Thames from Teddington Lock down to London Bridge. The leader would be the Club Commodore, who may even be a retired naval officer.

The Little Ship Club

1 Water Patrol Leader
1 Water Patrol

plus:

Infantry
0–4 Water Patrols
0–1 Veteran Water Patrol

0-1 Water Patrol Support Team

Transports

The platoon must include enough Motorboats for all patrols

A Home Guard Smith Gun sights its next target



WOMEN'S FEDERATION TOXOPHILITE CLUB PATROL

The Women's Federation was formed in 1916 to revitalise rural communities decimated by the conscription of young men and to encourage countrywomen to produce food for the war effort. After World War I the WF expanded into encouraging all sorts of traditional rural crafts and activities, including toxophily (archery) under the umbrella of the Grand National Archery Society. Strenuous efforts were made to keep women out of the LDV and Home Guard, or at least restrict them to traditional roles (presumably on the basis that allowing women into combat units could make warfare really unpleasant). By 'traditional role', the chaps probably meant tea making and sewing on badges but they overlooked the fact that toxophily is a traditional English craft.

1 Madame President

1 Club Shooting Team

plus:

Infantry

0-4 Club Shooting Teams

0-2 Club Support Teams

HOME GUARD REINFORCED PLATOON

Winston Churchill had never been keen on the much-ridiculed LDV title and on 23 July 1940, changed it to Home Guard. But this indicated more than just a new title. It signified the upgrading of the LDV from a people's civilian militia to a component of the British military system. In came uniforms, structured training, proper military weapons and Home Guard units became affiliated to the local county regiments of the British Army.

This change made the Home Guard more militarily useful. They could now be employed as reinforcements to regular units or as sacrificial grit to slow down the advance of German invasion forces – this 'grit' in the German war machine gave the professional British Army time to concentrate and manoeuvre. The militarisation of the Home Guard also served to allay fears that Spanish Civil War veterans – such as George Orwell – were training a revolutionary people's militia who might challenge the establishment. This was anathema both to the members of the British security services that actually worked for Britain as well as to those whose loyalties lay with Comrade Stalin: it is worth recalling that Orwell had to flee Spain because communists, not fascists, were trying to kill him.

The Home Guard were issued with obsolete but functional weapons sourced from North America: Canadian Ross and American Springfield rifles. It is worth noting that many of the latter used .300 ammunition rather than the British standard .303. Red bands were painted around the barrels of .300 chambered rifles to prevent mishaps and this is a convenient way to distinguish Home Guard models from regular army: useful because at 28mm scale, they are otherwise pretty much identical.

Specialised and heavy weapons trickled down into Home Guard platoons: Tommy Guns (Thompson sub-machine guns), Browning Automatic Rifles (BAR), Lewis Guns and even Vickers medium machine guns. Anti-tank weapons such as the No. 68 rifle grenade and the Blacker Bombard supplemented Molotov Cocktails.

The Home Guard and the local cricket team take exception to Mosley's fascist ramblings



The Home Guard infantry platoon described here could be reinforced by improvised vehicles and artillery, some of which might be manned by regular soldiers, so that a Home Guard stand-alone army can be fielded against a German reinforced platoon with a reasonable chance of a successful outcome.

This Theatre Selector is suitable for regular scenarios but may be used for patrol scenarios provided no armoured vehicles are chosen. The units in this selector can be found in the *Armies of Great Britain* supplement or the [New British Units section](#).

Note that when Home Guard forces are fielded on their own, no British army special rule applies to them (i.e. no national characteristic, no bombardment and artillery support, no Resolute, etc.). When fielded alongside a regular force, these rules do not apply to the Home Guard units.

1 Commander, Junior or Senior

2 Volunteer sections

plus:

Headquarters

0-1 Platoon Commander or Company Commander

0-1 Home Guard Medic

Infantry

0-4 Volunteer Sections

0-1 Old Soldiers Volunteer Section

0-1 Volunteer Vickers Machine Gun Team

0–1 Volunteer Anti-tank Team

Artillery

0–1 gun from:

Hotchkiss 6-pounder Improvised Anti-tank gun, Smith Gun, Northover Projector, Blacker Bombard

Armoured Car

0–1 Armoured car or Recce vehicle from: Beaverette (any mark except AA), Humburette, Cockatrice

Tanks, Tank destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: TOG1, Vickers Medium I/II, Motorcycle & sidecar Northover, Mechanised tachanka, Mobile Naval Anti-tank gun, Beaverette Mk III AA, Thorncroft 3-ton J type lorry or Bedford OXA

Transports and Tows

0–1 Transport vehicle per infantry unit from: Vickers-Clyno machine gun combination, Civilian car, Civilian goods van, Civilian lorry

0–1 Tow from: Civilian car, Civilian goods van, Civilian lorry

NEW BRITISH UNITS



ROYAL NAVY UNITS

The Royal Navy are the British Senior Service, with a long and distinguished history. Although not particularly trained to be infantrymen, they are well disciplined with high morale and have considerable experience of close combat fighting. They are classed as Veterans because although not trained as infantry, Royal Navy shore parties had considerable and continuous experience of land combat in colonial wars throughout the Twenties and Thirties.

HEADQUARTERS

ROYAL NAVY OFFICER

Cost	- Acting Sub-lieutenant, 50pts (Regular), 65pts (Veteran) – counts as a Second Lieutenant - Sub-lieutenant, 75pts (Regular), 90pts (Veteran) – counts as a First Lieutenant - Lieutenant, 110pts (Regular), 125pts (Veteran) – counts as a Captain
Composition	1 officer and up to 2 sailors
Weapons	Pistol, sub-machine gun, or rifle as depicted on the models
Options	- The Officer may be accompanied by up to 2 sailors at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY

ROYAL NAVY SECTION

Cost	Veteran Infantry 55pts
Composition	1 petty officer and 4 sailors
Weapons	Pistols

Options	- Add up to 5 additional sailors at +11pts each - Equip the petty officer or any sailor with a rifle for +4pts each - Equip the petty officer with a submachine gun for +6pts - The party may have Anti-tank grenades (Molotov Cocktails) for +2pts per model - The party may be equipped with a Lewis Gun for +15pts (another sailor becomes a loader) - The party may be equipped with a motorboat
Special Rules	- Tank hunters if anti-tank grenades are taken. - Ferocious: Naval shore parties have the 'Up and at 'em' special rule as described in the <i>Armies of Great Britain</i> supplement.

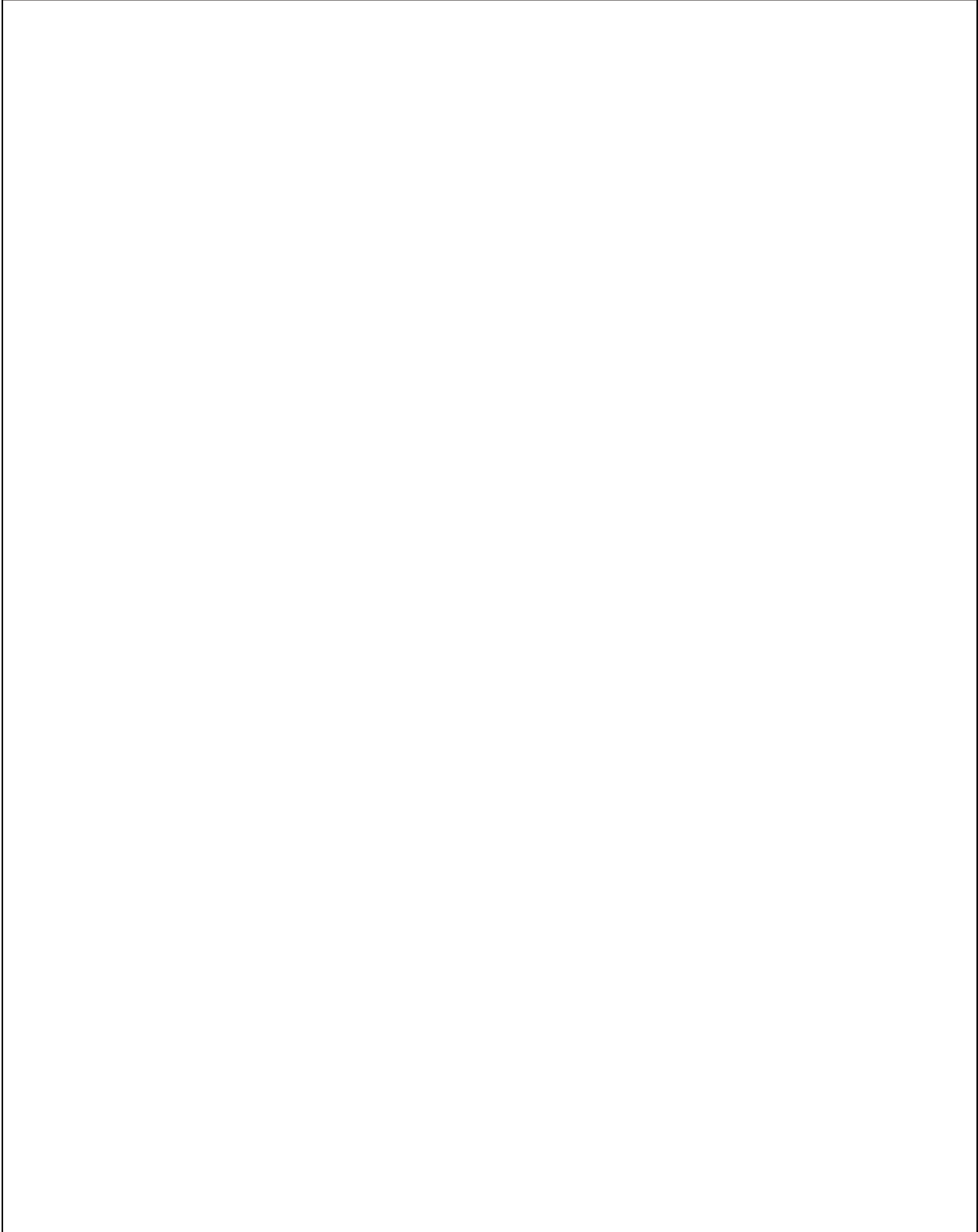
LOCAL DEFENCE VOLUNTEER UNITS

HEADQUARTERS

URBAN MILITIA LEADER

Cost	35pts (Inexperienced), 50pts (Regular) – counts as a Second Lieutenant
Composition	1 leader and up to 2 volunteers
Weapons	Improvised hand weapon, pistol, shotgun or rifle as depicted on the models
Options	- The leader may be accompanied by up to 2 volunteers at a cost of +7pts per man (Inexperienced) or +10pts per man (Regular) - The entire team may be mounted on Bicycles at +1pt per volunteer
Special Rules	- Bicycle rules, if taken.

(L–R) Lieutenant and Leading Wireman, Royal Navy landing party, by Alix Baker © Osprey Publishing. Taken from Elite 79: The Royal Navy 1939–45.





SHIRE PATROL LEADER

Cost	85pts (Regular) – counts as a First Lieutenant
Composition	1 leader and up to 2 watchers
Weapons	Pistols or shotguns as depicted on the models
Options	- The leader may be accompanied by up to 2 watchers at a cost of +13pts per man - May be mounted on Horses for +2pts per watcher
Special Rules	- Cavalry rules, if taken. - Shotguns may be fired from horseback without penalty. - Countryfolk

WATER PATROL LEADER

Cost	35pts (Inexperienced), 50pts (Regular) – counts as a Second Lieutenant
Composition	1 leader and up to 2 watermen
Weapons	Pistol, shotgun or rifle as depicted on the models
Options	- The leader may be accompanied by up to 2 watermen at a cost of +7pts per man (Inexperienced) or +10pts per man (Regular) - The entire team may be afloat in a Motorboat

MADAME PRESIDENT

Cost	35pts (Inexperienced), 50pts (Regular) – counts as a Second Lieutenant
Composition	1 leader and up to 2 toxophilites
Weapons	Longbow
Options	- Madame President may be accompanied by up to 2 further toxophilites at a cost of +8pts per model (Inexperienced) or +11pts per model (Regular)
Special Rules	- Countryfolk

INFANTRY

URBAN MILITIA PATROL

Cost	Inexperienced Infantry 20pts
Composition	1 patrol leader and 4 volunteers
Weapons	Improvised hand weapons
	- Up to 9 additional volunteers armed with improvised hand weapons at +4pts each

Options	- Give up to 2 volunteers a shotgun at +5pts each - Give a single volunteer a blunderbuss +5pts - Give a single volunteer a pistol +2pts - Give up to 2 volunteers a rifle at +3pts each - The entire patrol may be mounted on Bicycles at +1pt per volunteer
Special Rules	- Green - No more than half the volunteers (rounded up) may be equipped with a firearm. - Bicycle rules, if taken.

VETERAN URBAN MILITIA PATROL

Cost	Regular Infantry 35pts
Composition	1 patrol leader and 4 volunteers
Weapons	Improvised hand weapons
Options	- Up to 3 additional volunteers armed with improvised hand weapons at +7pts each - Give a volunteer a shotgun +5pts - Give a volunteer a pistol +2pts - Give a volunteer a rifle +3pts - The entire patrol may have Molotov Cocktails at +2pts per volunteer - The entire patrol may be mounted on Bicycles at +1pt per volunteer
Special Rules	- All may be armed with firearms. - Tank hunters (if they have Molotov Cocktails). - Bicycle rules, if taken.

BOY SCOUT PATROL

Cost	Inexperienced Infantry 12pts
Composition	1 patrol leader and 2 scouts
Weapons	Sheath knives or hand axes (improvised hand weapons)
Options	- Add up to 4 additional Scouts at +4pts each - The entire patrol may have Molotov Cocktails at +2pts per Volunteer
Special Rules	- Streetwise: Streetwise units may move through urban landscapes, including rubble, without being penalised by rough ground or obstacles. - Tank hunters, if Molotov Cocktails taken.

URBAN MILITIA SUPPORT TEAM

Cost	Regular Infantry 25pts
Composition	2 volunteers
Weapons	Lewis Gun

Options	- The team may be mounted on Bicycles for +2pts
Special Rules	- Bicycle rules, if taken.

SHIRE PATROL

Cost	Inexperienced Infantry 30pts
Composition	1 patrol leader and 2 volunteers
Weapons	Shotguns
Options	- Add up to 4 additional volunteers with shotguns at +10pts each - May be mounted on Horses for +2pts per volunteer - The entire patrol may have Molotov Cocktails at +2pts per volunteer
Special Rules	- Green - Shotguns may be fired from horseback without penalty. - Cavalry rules, if taken. - Countryfolk - Tank hunters, if Molotov Cocktails taken.

SHIRE PATROL SUPPORT TEAM

Cost	Regular Infantry 30pts
Composition	2 volunteers
Weapons	Lewis Gun
Options	- The team may be mounted on Horses for +4pts
Special Rules	- Green - Cavalry rules, if taken. - Countryfolk

WATER PATROL

Cost	Inexperienced Infantry 16pts
Composition	1 patrol leader and 3 watermen
Weapons	Improvised hand weapons
Options	- Up to 3 additional watermen armed with improvised hand weapons at +4pts each - Give a waterman a shotgun +5pts - Give a waterman a pistol +2pts - Give a waterman a rifle +3pts - The entire patrol may be afloat in a Motorboat
	- Green

Special Rules	- Not more than half the watermen (rounded up) may be equipped with a firearm.
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VETERAN WATER PATROL

Cost	Regular Infantry 28pts
Composition	1 patrol leader and 3 watermen
Weapons	Improvised hand weapons
Options	- Up to 2 additional watermen armed with improvised hand weapons at +7pts each - Give a waterman a shotgun +5pts - Give a waterman a pistol +2pts - Give a waterman a rifle +3pts - The entire patrol may have Molotov Cocktails at +2pts per waterman - The entire patrol may be afloat in a Motorboat

WATER PATROL SUPPORT TEAM

Cost	Regular Infantry 25pts
Composition	2 watermen
Weapons	Lewis Gun
Options	- The entire patrol may be afloat in a Motorboat

CLUB SHOOTING TEAM

Cost	Inexperienced Infantry 35pts
Composition	1 team captain and 4 toxophilites
Weapons	Longbows
Options	- Add up to 5 additional toxophilites with longbows at +7pts each
Special Rules	- Countryfolk

CLUB SUPPORT TEAM

Cost	Inexperienced Infantry 25pts
Composition	1 team captain and 1 toxophilite
Weapons	Longbows with Fire Arrows
Options	- Add up to 5 additional toxophilites with longbows at +7pts each
	- Team weapon

HOME GUARD UNITS

HEADQUARTERS

HOME GUARD OFFICER

For the cost of these officers and their units, see *Armies of Great Britain* (p.20). They must be Inexperienced or Regular.

- Company Commander – counts as a Major
- Platoon Commander – counts as a Captain
- Senior Officer – counts as a First Lieutenant
- Junior Officer – counts as a Second Lieutenant



HOME GUARD MEDIC

As the Medic entry in *Armies of Great Britain*.

INFANTRY

VOLUNTER SECTION

Cost	Inexperienced Infantry 35pts
Composition	1 section commander (sergeant) or squad commander (corporal or lance corporal) and 4 men
Weapons	Rifles
Options	- Up to 5 additional volunteers at +7pts each - Upgrade up to 3 rifles to shotguns at +2pts per gun - Upgrade the section or squad commander's rifle to a submachine gun for +3pts - Upgrade 1 rifle either to a Browning Automatic Rifle for +5pts, or a Lewis Gun for +15pts (another volunteer becomes a loader)

	- The entire section may have Molotov Cocktails for +2pts per model - The entire section may be mounted on Roller skates for +0pts per model - The entire section may be mounted on Bicycles at +1pt per model
Special Rules	- Tank hunters (if Molotov Cocktails taken). - Green - Roller skates, if taken. - Bicycle rules, if taken.

TOP SECRET

LEGENDS OF BRITAIN

Walmington-on-Sea LDV/Home Guard Platoon

Walmington-on-Sea is a small, sleepy, Victorian seaside town in Sussex handily situated between Eastbourne and the Romney Marshes. It boasts a small harbour, a pier, a novelty rock emporium, three tea rooms and no less than fourteen pubs. In 1940, it was on the front line. Cometh the hour, cometh the man – the man in this case being local grammar school boy and pompous manager of the local branch Martin’s Bank. Captain Mainwaring – the rank was self-conferred – organised the local LDV and later understrength Home Guard platoon. Despite Walmington being in East Sussex, an unfortunate map reading error meant the platoon was administratively forever part of the Kent Home Guard. Most of the men are old soldiers from World War I (or the Sudan) but should really be classed as Inexperienced. Nevertheless, they are classed here as Regular because... well, just because, okay?

Cost	Regular Infantry 150pts
Composition	1 officer (Mainwaring) and 6 men (Wilson, Jones, Frazer, Godfrey, Pike and Walker)
Weapons	Cricket bats, sharpened umbrellas and knives tied to broom handles (improvised hand weapons); Captain Mainwaring has a pistol
Options	- Up to 6 additional men at +10pts each - The unit may be given Molotov Cocktails for +2pts per man - The unit may be given rifles at +2pts per man - Private Pike may be given a Thompson SMG for +5pts
Special Rules	- The Walmington-on-Sea unit is a platoon only in name: in game terms it is a squad. - Captain Mainwaring confers a +1 morale bonus on the Walmington-on-Sea unit, +2 if the unit also includes Sergeant Wilson. - Godfrey is a medic and may not be armed with a firearm. - Lance Corporal Jones gets to attack twice in close combat provided he is armed with a rifle and bayonet because ‘They don’t like it up ‘em’. - Private Frazer is a sniper but must fire at the same target as the rest of the unit.



OLD SOLDIERS VOLUNTEER SECTION

Cost	Regular Infantry 65pts
Composition	1 section commander (sergeant) or squad commander (corporal or lance corporal) and 4 men
Weapons	Rifles
Options	- Up to 5 additional volunteers at +13pts each - Upgrade up to 3 rifles to shotguns at +2pts per gun - Upgrade the section or squad commander's rifle to a submachine gun for +3pts - Upgrade 1 rifle to either a Browning Automatic Rifle for +5pts, or a Lewis Gun for +15pts (another volunteer becomes a loader), or a Bren Gun for +20pts (another volunteer becomes a loader) - The entire section may have Molotov Cocktails for +2pts per model
Special Rules	- Tank hunters (if Molotov Cocktails taken). - Fanatic

VOLUNTEER VICKERS MACHINE GUN TEAM

The Home Guard tended to get the hand-me-down kit or weapons that had been in moth balls for too long so there was a chance of a jam even on the famously reliable Vickers.

Cost	32pts (Inexperienced), 45pts (Regular)
Team	3 volunteers
Weapons	1 MMG
Special Rules	- Fixed - Team weapon - Stoppages

VOLUNTEER ANTI-TANK TEAM

Two experienced volunteers, probably veterans from World War I, would be designated as special tank killers. They might well have access to the latest

innovation – the shaped charge propelled grenade – as well as the normal Sticky Bombs, Molotov Cocktails, bed-sheets for throwing over the driver's vision port, and iron bars to jam into tank tracks.

Cost	36pts (Regulars)
Team	3 volunteers
Weapons	Rifles, Anti-tank grenades
Options	- Extra to upgrade 1 rifle with No. 68 Rifle Anti-Tank Grenade Launcher for +15pts
Special Rules	- Tank hunters

A Home Guard section receives training on the Blacker Bombard



AUXILIARY UNITS

‘Foul Methods help you kill quickly’ – a slogan of the Auxiliary Units.

Auxiliary Units may be traced back to Section D of MI6, the Secret Intelligence Service. Section D was intended to be what would now be called a

Black Ops unit but never progressed much beyond theoretical concepts. In 1939, Brigadier Gubbins started to recruit potential agents with a new urgency and gave the organisation the cover name of Auxiliary Units. Peter Fleming, brother of James Bond's creator Ian, set the Royal Engineers to build secret hideouts, particularly in the potential invasion zone, that were stocked with explosives and weapons suitable for covert operations.

These stashes were retained after World War II in case of a Soviet-backed communist insurgence and as the covert agents aged and died, their location and even existence was lost. They still turn up, hidden in concealed cellars and under village ponds – usually starting a major terrorist scare.

Agents were ruthlessly trained in fieldcraft, silent killing, assassination, and sabotage. The aim was to harass and terrify the German Army: an unspoken aim was to provoke the Germans into their usual brutal retaliation against the civilian population, preventing fraternisation and accommodation. The effectiveness of this policy is demonstrated by the assassination of Reinhard Heydrich in Prague by the SOE in 1942. Agents were also intended to intervene directly on the battlefield in support of the army.

Gubbins went on to form the SOE and Fleming became head of military deception operations in South East Asia.

Agents would be dressed in civilian clothes to blend in with the local population. They might also be disguised as tradesman such as milkmen or plumbers, or in a civilian uniform such as the police or fire brigade.

Auxiliary Units are not an army list in themselves but may be used in patrol or regular scenarios as inclusions in a British list provided both players agree.

Note that no British Army special rule applies to Auxiliary Units (i.e. no national characteristic, no Resolute, etc.).

INFANTRY

AUXILIARY UNIT SNIPER TEAM

This unit represents an AU covert team operating on the battlefield in direct support of British military units.

Cost	70pts (Veteran)
Team	2 men

Weapons	Sniper has a rifle and a pistol, spotter has a pistol
Special Rules	- Team weapon - Sniper - Covert operators

AUXILIARY UNIT SABOTAGE TEAM

Cost	70pts (Veteran)
Team	2 men
Weapons	Pistols, demolition charge
Options	- Pistols may be upgraded to submachine guns at +6pts per model
Special Rules	- Team weapon - Covert operators - Demolition charge: Once per game, if the team ends its turn in base contact with a building, it can use the demolition charge. Roll a die: on a 3+ the building is destroyed (see buildings and HE rules). Bunkers are destroyed only on a 5+. Regardless of the result, the team must also immediately 'regroup' D6" away from the building.

TOP SECRET

LEGENDS OF BRITAIN

Peter Fleming

Peter Fleming, older brother of Ian, was one of the models for the fictional James Bond. Shooting was his great passion: he once emptied his revolver into an alligator that crawled into his tent during the night. Aged 25, he led a breakaway expedition to Brazil. He travelled throughout Soviet Asia and northern China as a special correspondent of The Times (of course he was!). A reserve officer in the Grenadier Guards, he was recruited to develop irregular warfare techniques. In May 1940 he set up Auxiliary Units in England. He died in 1971 of natural causes on a shooting expedition in Glencoe, site of the famous massacre.

Cost	105pts (Veteran)
Team	Fleming and 1 man
Weapons	Fleming has a rifle and a pistol, spotter has a pistol
Special Rules	- Fleming confers a +2 morale bonus to any auxiliary unit within 6". - Team weapon - Sniper - Covert operators - Expert shot: Fleming may re-roll a miss if it is a 1.

SIS AGENT

SIS agents from Section D might have been expected to take an active role on the battlefield. They could be dressed in military (army or navy) or civilian clothes, and might be male or female.

Cost	15pts (Veteran)
Composition	1 agent
Weapons	Pistol
Options	- May be given a submachine gun for +4pts - May be given a Bicycle for +1pt
Special Rules	- Covert operators

ARTILLERY

OBSOLETE ARTILLERY

Various types of obsolete artillery guns were pulled out of store in 1940 and hastily put back into commission.

EMPLACED COASTAL GUNS

The British mounted a variety of naval guns originally decommissioned from obsolete World War I warships into coastal batteries. These included 4” and 4.7” (medium howitzers), 5.5” and 6” (heavy howitzers) weapons. The main problem with all these guns was an extreme shortage of ammunition: about ten rounds apiece. The crew would normally have some form of protection from shell splinters, so these guns are classed as having gun shields. Their primary fire mission was to engage incoming invasion barges and boats but they were also tasked with providing artillery support for defending troops.

Cost	45pts (Inexperienced), 55pts (Regular), 70pts (Veteran)
Team	4 men
Weapons	1 Medium howitzer
Options	- May add spotter for +10pts - May upgrade to Heavy howitzer for +30pts
Special Rules	- Gun shield - Team weapon - Static - Howitzer

HOTCHKISS 6-POUNDER IMPROVISED ANTI-TANK GUN

Not to be confused with the later British 6-pdr anti-tank gun, the Hotchkiss 6-pdr was a quick-firing late-nineteenth century naval gun designed for the new state-of-art steam torpedo boats. The 1890 Mk II version boasted a recoil system and was a great success, even being used for coastal defence. It became the favoured gun for British heavy tanks in World War I and there was also an AA version. In 1940, some 100 were taken out of store and provided with solid shot as improvised anti-tank guns.

Cost	52pts (Inexperienced), 65pts (Regular)
Team	3 men
Weapons	1 Medium low-velocity, anti-tank gun
Special Rules	- Static - Gun shield - Team weapon - Low velocity

SUB-ARTILLERY

The effective range of the No. 68 AT Grenade in a rifle launcher was about 75 yards, so a number of imaginative attempts were made to improvise longer ranged anti-tank artillery weapons for Home Guard use. The more successful included the Smith Gun, Northover Projector and the Spigot Mortar/Blacker Bombard. These are generally known as sub-artillery in order to prevent any confusion with a serious weapon like a 25-pdr.

SMITH GUN

The Smith Gun actually looked like a real field artillery engine. It was developed by the chief engineer of the Trianco heating appliance company under his own initiative: the cynical called it the 'Triang gun' after the toy company. It was a 3-inch, smoothbore howitzer with solid metal wheels that – with its limber – was light enough to be towed behind a civilian car. The gun was simply upended on one of the wheels for firing. It had an effective range of about 500 yards and could discharge HE and AT rounds. It was strangely popular, despite an

appalling safety record. The exact number manufactured is uncertain but seems to have been 3,000–4,000. The Smith Gun wasn't issued until 1942 but it could have been manufactured in 1940, so is included here.

Cost	32pts (Inexperienced), 40pts (Regular)
Team	3 men
Weapons	1 Smith Gun
Special Rules	- Team weapon - Fixed - Howitzer - Dangerous

NORTHOVER PROJECTOR

The last black powder weapon ever issued to the British Army, the Northover Projector was a 1940 improvised antitank weapon specifically designed for the Home Guard. It was the brainchild of Major RH Northover, a Home Guard officer. Another smoothbore weapon, the projector fired the No. 76 Special Incendiary Grenade (as well as fragmentation grenades) with an effective range of about 150 yards. The Projector cost about £10 to make and was usually fixed to a tripod but examples were mounted on vehicles including motorcycle side cars. The No. 76 grenade was designed as a hand-thrown incendiary white phosphorous grenade. Tests demonstrated an exceedingly limited effectiveness against armoured vehicles. Caches of the grenades hidden by the Home Guard and Auxiliary Units still turn up from time to time to the consternation of all concerned. Around 19,000 Northover Projectors were issued.

Cost	22pts (Inexperienced), 34pts (Regular)
Team	3 men
Weapons	1 Northover Projector
Special Rules	- Team weapon - Fixed - Howitzer - Tricky to Aim - Dangerous



SPIGOT MORTAR

Lieutenant Colonel Stewart Blacker was a retired Indian Army officer who dabbled in weapon research, especially in attempts to create an anti-tank weapon based around the spigot mortar concept: a barrel-less device that uses a steel rod – the spigot – to ignite a charge propelling a bomb into the air. The War Office was unresponsive to Blacker’s approaches until a demonstration of the weapon ignited Winston Churchill’s ‘boy’s own’ love of the dramatic. The mortar was mounted on a concrete pedestal or substantial cruciform platform so was immobile. An unpopular device as an artillery weapon for obvious reasons, the Blacker Bombard nevertheless served as the template for the Royal Navy’s hugely successful forward-firing ‘hedgehog’ submarine killer, which had a success rate ten times greater than depth charge attacks. The mortar was not issued until 1941 but could have been available in 1940, so we here include it. Around 22,000 were manufactured.

Cost	28pts (Inexperienced), 40pts (Regular)
Team	3 men
Weapons	1 Spigot Mortar
Special Rules	- Team weapon - Static - Indirect Fire - Tricky to Aim

IMPROVISED ARTILLERY

WINNIE & POOH

At St Margaret’s at Cliffe, between Dover and Deal, were mounted two independent 14” guns that had been manufactured as spares for the King George V class battleships. The public immediately christened them ‘Winnie’

and ‘Pooh’, after Christopher Robin’s teddy bear. A wooden dummy of Pooh was built to deceive German aircraft. Local Kent legend would have it that the Luftwaffe dropped a wooden bomb on the dummy to show they weren’t fooled for a moment. The guns had plenty of ammunition as they were modern weapons but were wonderfully unsuited to a coastal battery role with excruciatingly slow reload times. It is assumed that this weapon will be firing from off table in most scenarios (although a ‘Kill Winnie’ scenario might be fun).

Cost	45pts (Inexperienced), 55pts (Regular), 70pts (Veteran)
Weapons	1 Winnie or Pooh
Options	- May add spotter for +10pts
Special Rules	- Gun shield - Team weapon - Static - Indirect fire - Excruciatingly slow reload - Infinite range

British armour thunders through the countryside



VEHICLES

TANKS

MEDIUM MARK C HORNET

A rhomboid tank designed in 1918 for the ‘exploitation’ role, the Hornet was too late for World War I and only a handful were built. With the failure of the Medium D, it was the most modern tank in the British Army’s arsenal up to production of the Vickers Medium. It had five machine guns as its primary armament. The tank never saw combat, discounting putting down insurrection in Glasgow after the Battle of George Square. A few were still around in 1940 but were eventually melted down for scrap. Numbers manufactured: 50.

Cost	48pts (Inexperienced), 60pts (Regular)
Weapons	5 MMGs, two covering the front arc, and one in each of the other arcs
Damage	

Value	7+ (Armoured car)
Special Rules	- Slow - Fatigue: The unsprung nature of the suspension rapidly tired the crew – all morale rolls must be taken with a +1 modifier to the roll.

VICKERS MEDIUM MK I/II

The Vickers Medium was the first British mass produced battle tank manufactured after the World War I Mk V Heavy Tank and Medium Mk C Hornet: the proposed Medium D replacement being a high-tech shambles. The Mk II was a slightly improved version of the Mk I but for the purposes of the game can be treated as the same machine. In many ways it was a rather modern-looking design with a three-man rotating turret and low, sprung suspension and an air-cooled engine. In their day, they were state-of-the-art-designs. The main gun was a QF 3-pdr that lacked HE capability. Coaxial machine guns had not yet been developed, so the tank had four machine gun mounts. Only one could be fired at a time so sometimes only one was carried and moved from mount to mount as necessary. Two machine guns were also mounted in the rear hull. Vickers Mediums were phased out in 1938 but were reactivated in 1939. Some were sent immediately to North Africa and appear to have been used against the Italians while others were retained for home defence in 1940. Numbers manufactured: 200.

Cost	80pts (Inexperienced), 100pts (Regular)
Weapons	1 turret-mounted low-velocity light anti-tank gun, 1 turret mounted MMG, 2 MMGs mounted in the rear hull
Damage Value	7+ (Armoured car)
Options	- May replace the anti-tank gun with a 3.7" light howitzer (primarily for firing smoke rounds) for +10pts.
Special Rules	- Slow - Low velocity gun has an armour penetration of +3 not +4, and carries no HE rounds.

TOG 1

The resources wasted on the TOG designs demonstrate everything that was wrong with the British establishment's thinking on tank warfare in the 1930s. In September 1939, the old guard (hence TOG) of World War I tank designers

were hauled out of retirement to create a ‘super-heavy tank (land battleship)’ for 1918-style trench warfare in France. The specification called for heavy armour (76mm all round), low ground pressure (for crossing mud), and the ability to cross a 4.5m trench and climb walls: speed was irrelevant. It was to be armed with a field gun, two 2-pdr anti-tank guns, smoke mortars and four machine guns. In the event, the prototype running in 1940 was designed with a light howitzer in the bow (a French 75mm) and a Matilda II turret on top. The 1940 design never went into production but they were still working on it in 1943 when it should have been obvious that trench warfare wasn’t coming back. A TOG 2 design was initiated in 1940 with a 3” anti-aircraft gun, modified in 1943 to take the 17-pdr, and a TOG 2R for desert warfare.

Cost	196pts (Inexperienced), 245pts (Regular)
Weapons	1 turret-mounted light anti-tank gun with coaxial MMG and one forward-facing hull-mounted light howitzer
Damage Value	9+ (Medium tank)
Special Rules	- Armoured all round - Slow

TANK DESTROYERS

MOTORCYCLE AND SIDECAR NORTHOVER

Great ingenuity and perhaps more enthusiasm than sense was displayed in British workshops in 1940 as amateur weaponsmiths created novel devices that they fondly imagined would obliterate panzers. One involved bolting a Northover Projector onto the front of a motorcycle sidecar to create a tank destroyer. The number built is unknown but there were probably not too many... the projector was dangerous enough when fired from firm ground!

Cost	40 pts (Inexperienced), 50 pts (Regular)
Weapons	Northover Projector
Damage Value	6+ (Soft skin)
Special Rules	- Recce - Dismountable

BEDFORD OXA

The OXA was another of those 1940 emergency designs of limited utility. It consisted of a Bedford OXD 30cwt (1.5 ton) truck chassis equipped with an open-topped fighting compartment armoured by 9mm plate. Officially, it was designated as 'Lorry 30cwt Anti-Tank' but was more realistically referred to as a heavy armoured car. A Boys anti-tank rifle fired through a frontal port in the armoured compartment with ports to the front, side and rear for the single Bren Gun supplied for close in defence. It was used by both the regular army and, primarily, the Home Guard. Principal Service: 1940– 1942. Numbers manufactured: 948.

Cost	52pts (Inexperienced), 65pts (Regular)
Weapons	1 Boys anti-tank rifle firing into the forward arc, and 1 LMG firing into the front, side and rear arcs
Damage Value	7+ (Armoured car)
Special Rules	- Open topped

MOBILE NAVAL ANTI-TANK GUN

In the summer of 1940, a number of 4" naval guns were mounted onto the back of 10-ton lorries to act as self-propelled anti-tank guns. The lorries themselves were lightly armoured but the guns and gun crews were almost completely exposed. It's doubtful that the gun could be fired into the side arcs as it would have overturned the lorry. Crews were drawn from field and medium artillery regiments that had returned from France without their artillery. The converted guns operated in three independent batteries of six vehicles each. Principal service: 1940–? Numbers manufactured: 18.

Cost	76pts (Regular), 95pts (Veteran)
Weapons	1 forward-facing medium anti-tank gun
Damage Value	7+ (Armoured car)
Special Rules	- Open topped - Low velocity - Clumsy handling

SELF-PROPELLED GUNS

ARMADILLO

Armadillos were improvised armoured self-propelled guns based on any available

lorry chassis for airfield defence. The ‘armour’ consisted of wood and/or steel plates lined with gravel. The Mark I and II were armed with two Lewis Guns mounted in an open-topped ‘fort’, plonked onto a flatbed lorry that itself lacked even an armoured cab. An embrasure on each side allowed one Lewis Gun and one rifle to be fired into each side arc (the vehicle also contained a fifth gunner with another rifle who could fire over the top of the fort walls in any direction assuming he was feeling lucky or merely suicidal). The Mk III incorporated a Coventry Ordnance Works, clip-fired 37mm aircraft cannon designed during World War I. It was located right behind the fighting compartment so the gunner could operate it while inside the fort. In 1942 some were equipped with plastic armour. Principal service: 1940–1942. Numbers manufactured: 877.

Cost	44pts (Inexperienced), 55pts (Regular)
Weapons	1 LMG and 1 rifle firing into each side arc
Damage Value	7+ (Armoured car)
Options	- Convert to a Mk III by replacing the two rifles with a light, low-velocity, anti-tank gun firing into the rear arc for +25pts
Special Rules	- Slow - Open topped



MECHANISED TACHANKA

One of the strangest Home Guard improvisations was an improvised machine gun portee based on civilian vehicles: I suppose these days we would describe it

as a ‘technical’. It consisted of a civilian car towing one of those little wooden trailers that were used to take away garden waste or provide extra luggage-space for the family trip to Margate. A dismountable Vickers machine gun was loaded into the trailer such that it could fire backwards. It resembled nothing so much as a mechanised version of the traditional Russian horse-drawn cart with a similar Maxim gun mounted on the back, made famous by Makhno’s Anarchist Black Guards during the Russian Civil War.

Cost	20pts (Inexperienced), 25pts (Regular)
Weapons	1 rear-facing MMG covering the rear arc
Damage Value	6+ (Soft skin)
Special Rules	- Dismountable - Stoppages

ANTI-AIRCRAFT VEHICLES

BEAVERETTE MK III AA

Possibly the most extreme stretching of the Beaverette concept was the anti-aircraft version. The failure of the rearward gun-turret fighter concept, in planes such as the Boulton-Paul Defiant and Blackburn Roc (who outside a lunatic asylum thought that a good idea?), left spare production capacity of quad-Browning Boulton-Paul hydraulic turrets. Someone had the idea of mating one of these to a Mk III Beaverette to produce an AA vehicle for airfield defence – presumably on the grounds that it couldn’t be more useless than a rear gun-turret fighter. The amalgamation was not a success, so only one prototype was completed. It is included here for novelty value.

Cost	60pts (Inexperienced), 75pts (Regular)
Weapons	4 turret-mounted MMGs on a single mount
Damage Value	7+ (Armoured car)
Special Rules	- Flak - Clumsy handling - Open topped. It is classed as open topped because the turret was horribly vulnerable to even small arms fire.

A Standard Beaverette armoured car leads a British patrol



THORNCROFT 3-TON J-TYPE LORRY

The Thorncroft 3-ton J-type was a highly successful commercial HGV that was in production from 1913 to 1926. It was adopted for all sort of purposes by the British Army in World War I, including as a self-propelled 13-pdr AA gun. Lateral jacks were deployed to steady the vehicle so as to give a 360o arc of fire. It was a moderately successful conversion that can still be found in military museums today. It seems like that a few were still potentially available in 1940.

Cost	48pts (Inexperienced), 60pts (Regular)
Weapons	1 light howitzer
Damage Value	6+ (Soft skin)
Special Rules	- Flak - Clumsy handling

ARMoured CARS

BEAVERETTE MK I & II

Lord Beaverbrooke, Minister for Aircraft Production, chivvied the Standard Motor Company into the production of an improvised armoured car based on a standard commercial car chassis to which an armoured hull was bolted. The armour was 11mm of steel riveted to 3” oak planks and the vehicle was open at the sides and back. A Bren Gun could be fired forward through a slit in the glacis armour. The Mk II was an upgrade with all-round armour but was

otherwise similar. The vehicle was overweight for the suspension and underpowered. Principal service 1940–1943. Number manufactured: 2,500.

Cost	32pts (Inexperienced), 40pts (Regular)
Weapons	1 forward-facing LMG
Damage Value	7+ (Armoured car)
Special Rules	- Open topped - Clumsy handling

BEAVERETTE MK III & IV BEAVERBUG

This was a redesign of the Beaverette with a shortened chassis, roof armour and a small one man turret. The extra weight of the roof armour – despite the shorter body – did nothing for the handling but they did strip off the front wings as a not very effective palliative. The Mk IV was identical to a Mark III apart from a redesigned glacis to improve visibility.

Cost	36pts (Inexperienced), 45pts (Regular)
Weapons	1 turret-mounted LMG
Damage Value	7+ (Armoured car)
Options	- Replace the LMG with twin Vickers MMG open-topped turret for +10pts, but the vehicle becomes open topped - Replace the LMG with a Boys anti-tank rifle for +10pts
Special Rules	- Clumsy handling - Open topped (if twin MMG option is chosen)



HUMBERETTE

Officially known as a Humber Light Reconnaissance Car, the Humberette was based on a Rootes Humber Super Snipe – a large, powerful family car with a 3 litre, six cylinder engine. The Mk I was a simple design that could be quickly manufactured. It was an open topped armoured car, armed with a Bren Gun and a Boys anti-tank rifle and equipped with a radio. Only a few were made before production switched to the superior Mk II, which was fully armed and equipped with a small one man turret. The Mk III was a later 1941 version of the Mk II with four wheel drive. The Humberette was one of the more successful improvisations: some 3,600 were produced and served overseas with the RAF Regiment, the ‘Rock Apes’, into the post-war period.

Cost	60pts (Inexperienced), 75pts (Regular)
Weapons	1 Boys anti-tank rifle and LMG firing into the forward arc
Damage Value	7+ (Armoured car)
Options	- Convert to a Mk II for + 5pts. The Mk II is not open-topped and has the LMG in a small roof mounted turret with a 360° arc.
Special Rules	- Open topped (if Mk I) - Recce

GUY ARMoured CAR

The Guy Armoured Car, or Light Tank (Wheeled) Mk I, was designed in 1938 and was the first armoured car with an all-welded construction. They were armed with two machine guns in a rotating armoured turret. Guy Motors lacked the capacity for full scale production so the design was passed to Rootes who used it as the basis for the Humber. Six Guys were lost in France and the rest served on anti-invasion duties in Britain. Principal Service: 1939–1942. Number manufactured: 101.

Cost	64pts (Inexperienced), 80pts (Regular)
Weapons	2 turret-mounted Besa MMGs on a single mount
Damage Value	7+ (Armoured car)
Options	- Replace the Besa MMGs with a Vickers 0.5" HMG and coaxial Vickers MMG for +5pts
Special Rules	- Recce

COCKATRICE

Cockatrice were lightly armoured lorries converted by Lagonda who fitted a vehicle flamethrower to a small turret on the roof. They came in two forms: the basic Cockatrice based on a 4 x 4 Bedford QL and a heavy Cockatrice based on a 6 x 6 AEC. In combat terms the two were identical, the larger model simply having more fuel. Oddly enough they were developed as an anti-aircraft weapon but a demonstration by a circus stunt pilot who flew straight through the flame put paid to that idea. Instead they were used to defend airfields against airborne troops. A double Lewis Gun mount was operated from an open fighting compartment to the rear so Cockatrice still had some small AA capability. Principal service: 1940–1942. Numbers manufactured: 60.

Cost	88pts (Inexperienced), 110pts (Regular)
Weapons	1 turret-mounted flame thrower and 2 pintle-mounted LMGs on a single mount
Damage Value	7+ (Armoured car)
Special Rules	- Open topped

TRANSPORTS AND TOWS

GUY LIZARD ARMoured COMMAND VEHICLE

A radio-equipped armoured car based on a Guy Lizard 4 x 4 chassis, these operated as command vehicles in armoured divisions in 1940. A Lizard was also used as a command vehicle by the 7th Armoured in North Africa in 1941.

Cost	60pts (Inexperienced), 75pts (Regular)
Weapons	None
Damage Value	7+ (Armoured car)
Transport	3 men
Special Rules	- Command vehicle

VICKERS-CLYNO MACHINE GUN COMBINATION

The Clyno was an advanced World War I motorcycle and side car combination that was armed with a Vickers MMG. It was used extensively, notably by the Motor Machine Gun Corps. The Vickers normally faced forward but could be mounted backwards or dismounted completely. The machine is used here to

represent various ad hoc mountings of machine guns on motorcycle combinations.

Cost	28pts (Inexperienced), 35pts (Regular)
Weapons	1 LMG firing into the forward arc
Damage Value	6+ (Soft skin)
Options	- The LMG may be upgraded to a MMG for +5pts
Special Rules	- Recce - Dismountable

CIVILIAN CAR

In 1940, only about one family in five owned a car; most people relied on the well-developed public transport system. Most civilian cars were decommissioned during the war as petrol was at first rationed then eventually denied to civilians altogether. Petrol coupons could still be had for essential war service, so some private cars were used both as troop transports and for towing the Smith Gun.

Cost	17pts (Inexperienced), 21pts (Regular)
Weapons	None
Damage Value	6+ (Soft skin)
Transport	3 men
Tow	May tow a Smith Gun
Options	- May have improvised armour for +20pts - May be fitted with a LMG on a forward-facing mount for free, but loses transport ability - May be fitted with a MMG on a forward-facing mount for +5pts, but loses transport ability
Special Rules	- Improvised armour (if fitted)

Local Defence Volunteers take to the streets



CIVILIAN GOODS DELIVERY VAN

Cost	25pts (Inexperienced), 31pts (Regular)
Weapons	None
Damage Value	6+ (Soft skin)
Transport	8 men
Tow	May tow a Smith Gun
Options	- May have improvised armour for +20pts
Special Rules	- Improvised armour (if fitted)

CIVILIAN LORRY

Cost	31pts (Inexperienced), 39pts (Regular)
Weapons	None
Damage Value	6+ (Soft skin)
Transport	12 men

Options	- May have improvised armour for +20pts
Special Rules	- Improvised armour (if fitted)

A War Department boffin explains how the Great Panjandrum should work



CIVILIAN BUS

Cost	68pts (Inexperienced), 85pts (Regular)
Weapons	None
Damage Value	6+ (Soft skin)
Transport	35 men
Options	- May have improvised armour for +20pts
Special Rules	- Improvised armour (if fitted)

IRONSIDE

Eight Ironside Special Saloons were built for the use of the Royal Family, cabinet ministers and senior staff officers. They were essentially an unarmed

Humberette armoured car with a relatively comfortable rear passenger compartment built by Thrupp & Maberly.

Cost	45pts (Inexperienced), 56pts (Regular)
Weapons	None
Damage Value	7+ (Armoured car)
Transport	3 men

MOTORBOAT

Flat-bottomed, small, civilian leisure craft were useful in patrolling Britain's many waterways. In practice they came in a variety of sizes so here we give an all-purpose average Motorboat.

Cost	16pts (Inexperienced), 20pts (Regular)
Weapons	None
Damage Value	6+ (Soft skin)
Transport	6 men
Options	- May have improvised armour for +20pts - May be fitted with a LMG on a forward-facing mount for free, but can then only transport 4 men
Special Rules	- Waterborne: Treat as a tracked vehicle for movement and turning purposes but may only move on water. - Improvised armour (if fitted)

THE WEIRD AND WONDERFUL

THE GREAT PANJANDRUM

The Panjandrum was actually developed in 1943 and was intended as a beach invasion device to be used for Allied landings on the European continent. However, it has become associated with the Home Guard through an episode of *Dad's Army* ('Round and Round Went the Great Big Wheel') so I have decided to include it. I envisage it being used as a beach defence weapon. This wonderful piece of British engineering consisted of two wooden wheels of ten feet in diameter with foot-wide steel treads. The wheels were connected by a central hub filled with explosive. Sets of more than 35 cordite rockets attached to each wheel propelled the device up to speeds of – theoretically – 60mph. The variant

in *Dad's Army* had a high tech, radio-control system so this is offered as an upgrade option. Video clips of prototypes being secretly tested at Westward Ho! in front of fascinated holidaymakers can be found on the Internet. The results were 'somewhat disappointing' and the idea was abandoned.

Cost	25pts (Inexperienced)
Team	3 men
Weapons	The Great Panjandrum
Special Rules	- Movement: May be carried on the back of a lorry (see rules for Dismountable) or towed behind any vehicle capable of towing a Medium artillery piece. It may also be moved and aimed by its crew as if it were a Medium artillery piece. - Fired: The Panjandrum is launched by a Fire order. It travels 3D6" on the first turn, moving in a straight line. On the second and subsequent turns, roll a D6 before moving. The engine turns 45° left on a 1 or 2, goes straight on 3 or 4, and 45° right on 5 or 6. It moves only 2D6" on the second and subsequent turns as rockets fail or fall off the wheels. - Explosion: The Panjandrum stops when it hits a solid object – an enemy or friendly unit, artillery or vehicle solid object, or terrain impassable for a wheeled vehicle and explodes as a Heavy howitzer shell: HE (3D6). - Radio control: It may be fitted with radio-control for +10pts. At the end of any movement phase the player may attempt to gain some steerage control by rolling 4+ on a D6. If successful, the Panjandrum may be turned up to 45° to the left or right. (Note the real one wasn't equipped with radio controls but the fictional Dad's Army version was, hence the additional rules.)

NEW BRITISH WEAPONS



The British Army infantry battalions and Home Guard in 1940 were desperately short of artillery, especially anti-tank weapons. There were only 167 anti-tank guns in the whole of the UK; 840 had been left in France. This uncomfortable fact initiated a scramble for novel engineering solutions to cover the gap. I have included equipment that actually wasn't deployed until 1941 on the grounds that an imminent invasion might have focussed minds and speeded up production. I also included equipment that never got past the development stage before the threat of invasion receded but which could have been produced, if only in small numbers. Finally, I have also added equipment that was never made but that has been associated with the invasion scare in some way. Purists may wish to avoid these.

INFANTRY WEAPONS

SHOTGUNS

Type	Range (")	Shots	Pen	Special
Shotgun	18	1	—	Assault
Blunderbuss	6	1	—	Assault, When a blunderbuss hits an enemy unit roll a D6: the result is the number of men in the unit that are hit.

IMPROVISED HAND WEAPONS

Men armed with improvised hand weapons cannot shoot but may fight in close combat. Improvised hand weapons may include the likes of cricket bats, knives, golf clubs, crowbars, knuckle dusters, etc.

LEWIS GUN

The Lewis gun was devised by Colonel Isaac Newton Lewis of the US Army in 1911, but he failed to interest the US Army and instead went to Belgium where he set up manufacturing in association with the British BSA company. An expensive and complicated weapon, it was used by the British (and many other) armies but not the US Army, who never forgave Lewis for being right. The Lewis Gun found its role as a mobile light machine gun to directly support advancing troops. It was replaced by the Bren Gun as the British Army's LMG of choice because the Bren was less subject to stoppages but in 1940 58,983 Lewis Guns were taken out of storage to replace losses in France.

Type	Range (")	Shots	Pen	Special Rules
Lewis Gun (LMG)	30	3	–	Stoppages

LONGBOWS

Longbows are treated as rifles when wielded by a trained archer, but with an additional -1 Pen on the roll to damage (e.g. a die roll of 6 counts as a 5, a 5 counts as a 4, etc.).

LONGBOWS WITH FIRE ARROWS

Longbow-armed Toxophily Clubs were aware that, while their bows still had a decent anti-personnel capability, enemy armour had become a little more robust since the Battle of Agincourt. They therefore experimented with plastic explosive lashed behind the bodkin with quite impressive results, despite the loss of range.

Type	Range (")	Shots	Pen	Special Rules
Fire Arrow	12	1	HE	Team, HE (1")

MK I/II NO. 68 RIFLE ANTI-TANK GRENADE

The No. 68 rifle anti-tank grenade was world's first HEAT ('High Explosive

Anti-Tank') weapon using a shaped-charge warhead. It was fired from a standard EY Cup Discharger rifle-attachment that was already in production to shoot Mills Bombs (fragmentation grenades) so could be quickly issued. Regular troops got priority but a number found their way to the Home Guard. The No. 68 could penetrate up to 50mm of armour: in comparison, the Pz III in 1940 had a maximum of 30mm frontal armour and the Boys anti-tank rifle could only penetrate 23mm of armour. All the ubiquitous shoulder-fired, modern RPG launchers track their pedigree back to this weapon.

Type	Range (")	Shots	Pen	Special Rules
No. 68 AT Grenade Launcher	12	1	+4	Tricky to Aim, An infantryman equipped with a No. 68 AT Grenade launcher may fire the grenade or his rifle.

MOLOTOV COCKTAILS

Molotov Cocktails count as Anti-tank grenades.

SUB-ARTILLERY

SMITH GUN

Type	Range (")	Shots	Pen	Special Rules
Smith Howitzer) Gun (Light	24 (or 12-30)	1	HE	HE (2"), Team, Fixed, Howitzer, Dangerous



NORTHOVER PROJECTOR

Type	Range	Shots	Pen	Special Rules
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	(")			
Northover Howitzer) – Projector versus Vehicles (Light	12	1	Incendiary	Team, Fixed, Howitzer, Tricky to Aim, Dangerous
Northover Projector (Light Howitzer) – versus Infantry & Artillery	12	1	HE	HE (1"), Team, Fixed, Howitzer, Tricky to Aim, Dangerous

SPIGOT MORTAR

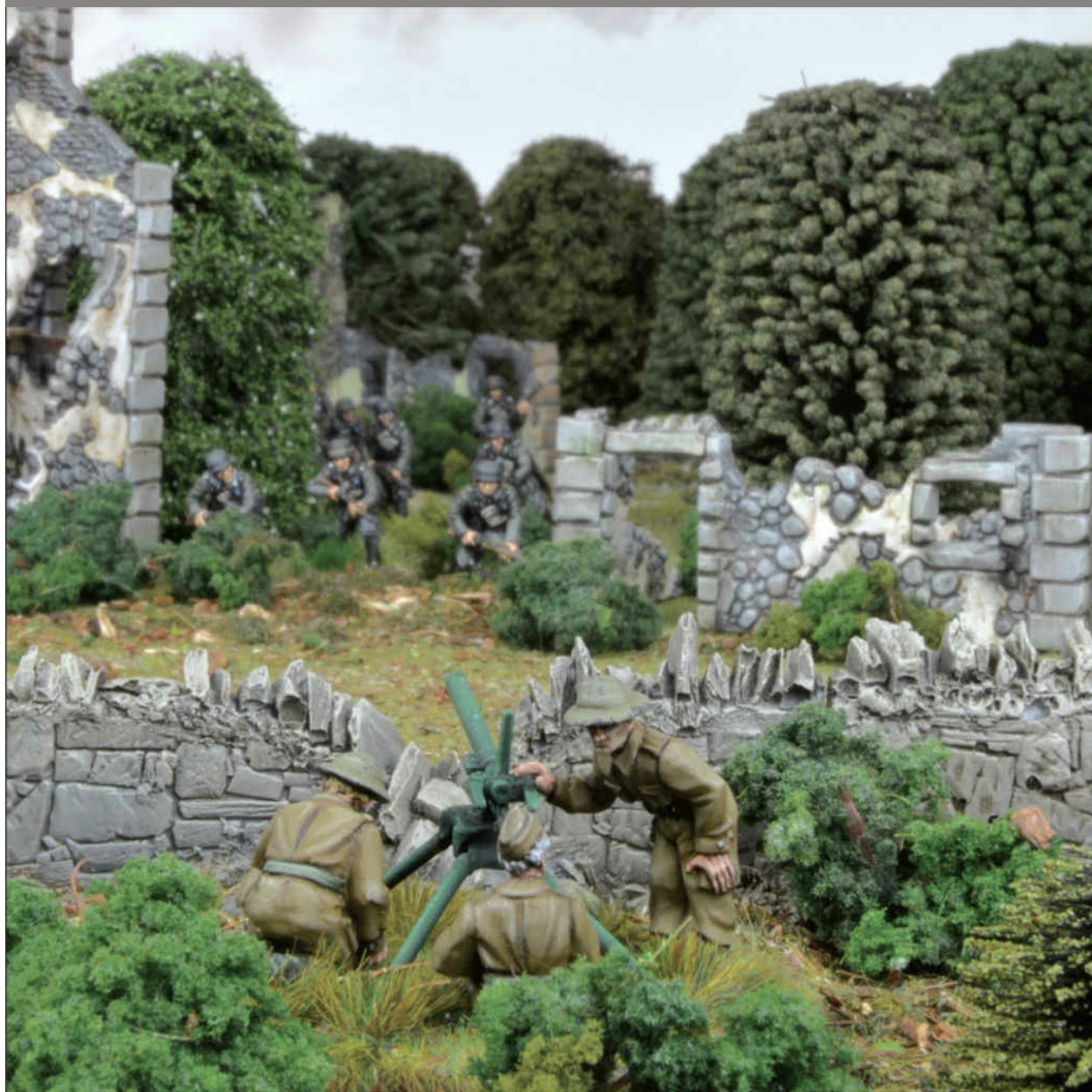
Type	Range (")	Shots	Pen	Special Rules
Spigot Mortar	18	1	HE	HE (2"), Team, Static, Indirect fire, Tricky to Aim

IMPROVISED ARTILLERY

WINNIE & POOH

Type	Range (")	Shots	Pen	Special Rules
Winnie or Pooh	36+	1	HE	HE (4"), Team, Static, Indirect Fire, Excruciatingly Slow Reload, Infinite Range

A Northover Projector anti-tank gun team improvise and turn their weapon upon the onrushing German infantry



ARMoured TRAINS



The British Army and Royal Navy had used armoured trains in colonial warfare, notably in South Africa and The Sudan, but in 1940 twelve 'alphabet' armoured trains labelled 'A' to 'L' were built by Derby Carriage and Wagon Works and the LNER works at Stratford, London. A typical train consisted of an unarmoured steam train at the rear, an open-top armoured carriage in the centre with ports for three Bren Guns per side, and an open top carriage at the front armed with a QF 6-pdr 6 cwt Hotchkiss light howitzer on a rotating mount with front shield. The armoured sides at the front of this carriage were cut down to allow the howitzer to fire into the front arc. They patrolled coastal lines from Cornwall to Scotland.

There was a rather unique thirteenth armoured train that ran on the Romney, Hythe & Dymchurch Light Railway. This line runs from Hythe to Dungeness in Kent and is still in use as a tourist attraction. The train consisted of an open-top armoured engine in the middle with an armoured open topped carriage fore and aft. A tiny shielded 'turret' at the end of each carriage mounted a Boys anti-tank rifle and a Lewis Gun, firing into the front and rear arcs respectively. A further Lewis Gun in each carriage was positioned as an anti-aircraft mount.

The A to L trains were initially manned by regular troops from the Royal Armoured Corps and Royal Engineers, Polish regular soldiers taking over in late 1940. The Light Railway armoured train was crewed by regulars from the Somerset Light Infantry. In 1940 this train was credited with shooting down a

Messerschmitt Me 109, a Heinkel He 111 and a Dornier Do 17 during the Battle of Britain. There aren't many light railways with battle honours like that.

ARMoured TRAIN RULES

MOVEMENT

For the purposes of movement we need to define a new type of unit: train.

Trains consist of a number of 'wagons' that are attached to each other at the beginning of the game and will remain so throughout.

Trains may only move along undamaged rail lines. Any railway wagon moving onto a broken line is considered to be destroyed.

Trains move at the same speed as wheeled vehicles, but there is no reverse: each direction is 'forward'.

Wagons with the Unpowered special rule cannot move, unless they are part of a train that includes at least one functional powered wagon (locomotive, etc.).

Train movement is complex, so the above rules are a simplification. Steam trains can move rather fast but would not do so in a combat zone for fear of derailment if the front wagon hit a mine or section of damaged track. Heavy gun wagons would normally be stationary while firing.

The wrong kind of Germans on the tracks



WAGONS

ALPHABET TRAINS

Standard British coastal defence steam engine.

Cost	10pts (Regular)
Weapons	None
Damage Value	6+ (Soft skin)
Tow	May tow or push other rail wagons

ARMOURED WAGON

Cost	125pts (Regular)
Weapons	6 Bren Guns
Damage Value	7+
Special Rules	- Open topped - Three Bren Guns can fire into each side arc, measuring from the firing ports or centre of the carriage depending on the model. - Armoured all round: Flank and Pen modifiers do not apply. - Unpowered

GUN WAGON

Cost	75pts (Regular)
Weapons	1 light howitzer with shield firing into the front (or rear, depending which way the carriage is facing) arc
Damage Value	7+
Special Rules	- Open topped - Armoured all round: Flank and Pen modifiers do not apply. - Unpowered

LIGHT RAILWAY ARMOURED TRAIN

An armoured steam engine that ran on the Romney, Hythe & Dymchurch Light Railway.

Cost	12pts (Regular)

Weapons	None
Damage Value	7+
Tow	May tow or push other rail wagons
Special Rules	- Open topped - Armoured all round: Flank and Pen modifiers do not apply.

LIGHT GUN WAGON

Cost	50pts (Regular)
Weapons	1 Boys anti-tank rifle and Lewis Gun in an open turret with shield, firing into the front (or rear, depending which way the carriage is facing) arc. Lewis Gun on AA mount.
Damage Value	7+
Special Rules	- Open topped - Armoured all round: Flank and Pen modifiers do not apply. - Unpowered

FORTIFICATIONS



Airfield defence: a Bofors anti-aircraft gun stands next to two Pickett-Hamilton pillboxes



British defence preparations against a German invasion started in May, under General Sir Edmund Ironside. The south-east of England, in particular, was turned into a prepared, fortified battlezone. Ironside's strategy depended on a fortified coastal crust, with a series of inland 'stop lines' and 'demolition belts' to give defence in depth.

Around 50 fortified stop lines were constructed. They were not intended to act as unpenetrable 'Maginot Lines', as few military thinkers still imagined a World War I-style defence was possible. This was proved correct when the Gin-Drinkers Stop Line around Hong Kong, built in the 1930s, held off the Japanese Army not for the intended six months but a mere 48 hours.

Stop lines, as the name suggests, were designed to force a mobile column to deploy and attack, buying time at the expense of the loss of a small number of expendable defenders. They consisted of anti-tank ditches and obstacles, barbed wire, mines, and pillboxes. Demolition belts consisting solely of mines were used as stop lines in areas thought less vulnerable than southern England. The longest and most important stop line was the GCHQ line, designed to protect London and the industrial Midlands. London also had a series of inner rings.

Churchill replaced Ironside with General Brooke in July, and strategy shifted from interior stop lines to a more heavily fortified coastal crust backed by inland anti-tank 'hedgehogs' of the sort that had proved relatively successful in France. The French hedgehogs failed because of lack of air cover to hold off the Stukas, and because the French Army had lost all its mobile troops in the Lowlands debacle. Brooke had Fighter Command to provide a CAP (combat air patrol), and the luxury of increasing numbers of re-equipped mechanised and motorised units for counterattack as the summer of 1940 wore on. By September, southern England began to resemble a mini-Kursk... well, almost.

PILLBOXES

Around 18,000 pillboxes were constructed in Britain in May and June 1940, so many that their production caused a temporary cement shortage. Of simple construction, they could be erected quickly and by civilian builders as well as the Royal Engineers.

There were seven basic pillbox designs: Type 22 to Type 28. Type 24 was the most common, an irregular hexagon with each wall pierced by a firing port

capable taking a Bren Gun. Internally, the space was divided by Y-shaped anti-ricochet walls. The Type 22 came in two levels of protection: bullet proof with walls 12” thick, and shell proof with walls 36” thick.

Pillboxes were located at key communication choke points: bridges, harbours, road junctions and where roads entered urban zones. Great local ingenuity was expended camouflaging and blending fortifications into the local surroundings. At its simplest this might just involve paint but other more exotic materials were often brought into use, such as chicken feathers stuck in wire netting. In the West Country, some truly original thinker sprayed them with cow dung to which was stuck straw. Thus they blended into the idyllic bucolic surroundings – to the nose as well as the eyes. No doubt competition was fierce to garrison such prime locations.

Pillboxes were also disguised as all sorts of civilian buildings and urban furniture: my favourite is one disguised as a WH Smith newspaper kiosk on the seafront at Margate. The list is endless: castle gate lodges, pyramids, huts, cottages, cars and – at Pevensey – a Roman ruin.

There is much scope here for the more imaginative scratch-builder and modeller to have a ball.

Cost	55pts (without crew)
Special Rules	- All pillboxes are bunkers for the purpose of the game as described in the <i>Bolt Action</i> 2nd Edition rulebook (p.127). - They can be manned by a single section of up to 8 men and a single infantry weapon may be fired from the port in each wall.

PICKETT-HAMILTON DISAPPEARING PILLBOX

A concrete tube sunk into a pit in the middle of an airfield, the disappearing pillbox earned its name by being flush with the ground when lowered. However, should German gliders or transport planes attempt to land the pillbox would shoot up 2’ 6”. This was achieved by the crew cracking open compressed air bottles. The two man Bren Gun crew would then engage intruders through one of three loop holes positioned to give an all-round field of fire. Presumably if a landing German aircraft failed to see the pillbox, as seems likely, it would mount a last ditch defence as a landing obstacle, immolating the Luftwaffe in a glorious blazing inferno. No doubt the unfortunate pillbox crew would be mentioned in

despatches.

At Churchill's insistence 335 were built, but they turned out to have certain drawbacks, not least because they tended to act as drainage soakaways. A further issue was that they were fine on lightweight fighter airfields but not so much when a heavily laden bomber happened to taxi across the camouflaged roof. The pillbox made quite a decent fist of doubling as a bomber trapping pit, of the sort ancient hunters used to catch food on the hoof.

Cost	65pts (Inexperienced), 80pts (Regular)
Special Rules	- The Pickett-Hamilton is a bunker for the purpose of the game as described in the <i>Bolt Action</i> 2nd Edition rulebook (p.127). - It has a crew of 2 armed with a Bren Gun that may be fired in any direction through one of the three ports. - It is controlled by an order die. - It starts the game lowered. - It may be raised or lowered using a Run order. - It cannot fire or be attacked when lowered.



BISON ARMoured LORRY

CB Matthews of Concrete Limited was an ex-Royal Engineer who had made fortifications for the army in World War I. He bought 24 old lorries in 1940 and rebuilt them with concrete armour to make an armoured cab and a separate fortified fighting compartment. Essentially, a Bison was a (semi) mobile concrete pill-box. The Mk I was open topped except for a canvas cover. The Mk II incorporated an armoured concrete roof, while the Mk III extended the fighting compartment to include the cab. Typically there were three firing ports per side. The idea was to drive them onto airfields in the event of an airborne assault to frustrate the landing of gliders or transport planes. Many builders converted old lorries into Bisons, so the number manufactured is unknown.

Cost	30pts (Inexperienced), 40pts (Regular)
Weapons	6 rifles
Damage Value	7+ (Armoured car)
Options	- Convert to a Mk II/III by adding a concrete armoured roof for +10pts - Upgrade one of the rifles to an LMG for +10pts - Replace the LMG with a Boys anti-tank rifle for a further +10pts
Special Rules	- Very clumsy handling - Open topped (if Mk I) - 3 ports per side: A Bison may fire three weapons into each side arc, one of which may be an LMG or a Boys anti-tank rifle.

German Pioniers make short work of the hastily erected British defences



ROAD BLOCKS

Permanent road blocks might be made out of anything heavy and relatively

immobile, from sand filled bathing huts and wrecked cars, to purpose built concrete blocks. Most roads and entrances were protected only by mobile road blocks for obvious reasons. Typically these consisted of railway lines or RSJs dropped into sockets in concrete pillars built each side of the road. The components were kept beside the road and a section could deploy or remove such an obstacle in 30 seconds.

Cost	10pts
Special Rules	- Impassable to vehicles and artillery when deployed but infantry may pass without hindrance. - The road block may be deployed or removed by an adjacent infantry section of 4 or more men on a Down order, but not as a reaction to enemy fire.

DRAGON'S TEETH

Dragon's Teeth are heavy concrete blocks or steel rails buried in concrete strong enough to prevent the passage of tanks and lighter vehicles. For game purposes, they should be modelled on strips 8" long and 1" wide. When destroyed, they are removed from the table.

Cost	10pts per 8" strip
Special Rules	- Impassable to vehicles and artillery. - During a preparatory bombardment, roll a die for each strip and on a 6 it is destroyed. - Combat engineers (Pioneers) can clear an adjacent strip by receiving a Down order, but not as a reaction to enemy fire.

BARBED WIRE

Barbed wire is intended to impede the passage of infantry. Vast amounts were deployed around Britain's coasts. For game purposes, they should be modelled on strips 8" long and 1" wide. When destroyed, they are removed from the table.

Cost	10pts per 8" strip
Special Rules	- Impassable to wheeled vehicles and artillery, a linear obstacle to infantry (see <i>Bolt Action</i> 2nd Edition rulebook, p.46), and destroyed by the passage of tracked or half-tracked vehicles. - During a preparatory bombardment, roll a die for each strip and on a 6 it is destroyed. - Combat engineers (Pioneers) can clear an adjacent strip by receiving a Down order, but not as a reaction to enemy fire.

DITCHES

Ditches are a simple but effective way of impeding and channelling the movement of military units that date back to prehistory. The island of Britain is covered by the remains of ditches dug from the Bronze Age to World War II. For game purposes, they should be modelled on strips 8" long and 1" wide. When destroyed, they are removed from the table.

Cost	10pts per 8" strip
Special Rules	- Impassable to wheeled vehicles and artillery, and a linear obstacle to infantry (see <i>Bolt Action</i> 2nd Edition rulebook, p.46). - Tracked vehicles must stop at a ditch and test to see if it has been constructed with sufficient depth to function as an anti-tank ditch. On a 4+ it is passable to tracked and semi-tracked vehicles for the rest of the game. On a 1, 2 or 3 it is impassable to tracked and semi-tracked vehicles for the rest of the game, and additionally on a 1 the testing vehicle is immobilised for the rest of the game. - During a preparatory bombardment, roll a die for each strip and on a 6 it is destroyed. - Combat engineers (Pioneers) can clear an adjacent strip by receiving a Down order, but not as a reaction to enemy fire.

FLAME FOUGASSE

Britain was awash in oil originally intended for Europe in 1940. Flame fougasses were improvised explosive devices that used an explosive charge to throw a burning incendiary mix over the target, which was intended to be an enemy tank. Around 50,000 were constructed, grouped into 7,000 batteries mostly located in the invasion zones.

The most common type was called a 'safety fougasse', which was essentially a barrel buried in a hedgerow at road level. The charge was added only when the weapon was prepared for firing. Other types included the 'demigausse', essentially the same weapon placed on top of the road surface in front of the advancing enemy and the 'hedge hopper': an incendiary barrel with two charges, one to propel it into the air and over a hedge and the other to detonate the incendiary mix.

It was intended to dump empty oil barrels along roads as a quick and effective method of slowing down German vehicle movement as it was hoped that after a few demonstrations, they would treat every barrel as a potential fougasse.

The weapons were used in Greece in 1941 to good effect.

Cost	25pts
	- The fougasse must be placed on a road pointing up or down the road.

Special Rules	- The fougasse may not be fired at. - The British player may interrupt play at any time during the movement of a German unit or vehicle and try to detonate the fougasse: on a 1–4 the IED fails to detonate and is removed from play as it is clearly just an empty drum. On a 5 or 6 the fougasse fires a flamethrower burst along the road as if a vehicle flamethrower had been fired: the fougasse is then expended and is removed from play.
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Type	Range (")	Shots	Pen	Special Rules
Fougasse Flamethrower	12	2D6	+3	See above

The 3rd Grenadier Guards assault a German-held position, by Peter Dennis © Osprey Publishing.
Taken from Campaign 265: Fall Gelb 1940 (2).



MINEFIELDS

MINEFIELD RULES

Players can decide to add minefields to any of their games, as long as they agree beforehand. Usually the defender in a scenario can deploy mines, since attackers are pushing into a new area and have not had the opportunity.

Initially, we are going to provide rules for visible, marked minefields, as we assume that both sides are adhering to the Geneva Convention and marking their minefields. We shall also deal by default with anti-personnel mines, as they are the most common. Later on we'll also provide rules for antitank, mixed, dummy and concealed minefields.

MINEFIELD SECTIONS

The default minefield section in *Bolt Action* is a 6"-sided square area. Larger minefields can be made by placing several of these sections next to each other.

Normally, we tend to allow the defender in a scenario two minefield sections per full 1000 points of his force. Or if you prefer you can allow a certain amount of points to be spent on minefields (up to 10 per cent of the force total), and say that each section costs 50pts.

A minefield section can either be a cardboard base appropriately decorated, much like an area of rough ground, or can be delimited ad hoc before a game using four 6" long obstacles (like a 6" length of barbed wire), or even simply using four counters set up at 6" distance to mark the corners of the minefield.



EFFECT OF MINEFIELDS

When any unit (friend or foe) moves into a minefield section, the opponent can interrupt their movement once at any point during their move, just as if the minefield itself was in Ambush. When the opponent declares that the minefield is 'attacking' the unit, the controlling player must halt at that point and note how much movement the unit has left. Assuming the unit survives its encounter with the minefield, it will finish its move as normal.

After the unit has been positioned at its 'Ambush' point, the opponent rolls one die to see if the unit triggers a mine, effectively rolling to hit the unit with the minefield section itself. A minefield section needs a 3+ to hit an Inexperienced unit, 4+ for a Regular unit, and 5+ for a Veteran unit.

Units belonging to the player that has placed the minefield are supposed to know the location of the mines, so they can force the opponent to re-roll any successful hit, as long as they are moving at an Advance. Also, units of combat engineers (Engineers, Pioneers, etc.) are trained to deal with these obstacles and always benefit from this re-roll when moving at an Advance, even when crossing the enemy's minefields.

If any unit (including friends and engineers) is sufficiently foolhardy to cross a minefield at a Run, the minefield rolls three dice when ambushing the unit rather than one!

If the minefield misses with all of its dice, the unit has not triggered a mine and can finish its move normally. If the minefield scores hits, then each successful hit is resolved with a Penetration value of +2 against non-armoured targets and +3 against armoured targets (Damage roll of 7+). Roll to damage as normal. A unit that is hit also suffers D3 pin markers rather than just 1. Note that the higher value Pen against armoured targets reflects the fact that the anti-personnel mine hits the weakly armoured belly of the vehicle – not normally considered from the point of view of other hits.

If the unit is not destroyed, or broken by a resulting Morale check, it can finish its move as normal.

Note that a single minefield section can attack a unit only once per move, but can attack any number of units moving over it during the turn. Also, if a unit was foolish enough to cross two (or more!) minefield sections as part of the same move, each section can ambush it in turn.

Anti-Tank Minefields

At the beginning of the game, you may secretly write down that any of your minefields is an anti-tank minefield. Anti-tank minefields only affect vehicles, and are ignored by infantry and artillery units that move over them. However, hits inflicted on vehicles are at +5 Pen rather than the normal +2.

Mixed Minefields

You can also create a mixed minefield section by 'using up' two of your sections. So, if for example you were allowed two sections in the scenario being played, you can lay both out as anti-tank or anti-personnel minefields, or deploy a single one as a mixed minefield. Make a note of which section is mixed.

A mixed minefield section combines the best of both worlds and will affect infantry and artillery with +2 Pen hits, but vehicles with +5 Pen hits.

Dummy Minefields

You can replace any real minefield section allowed by the scenario with two dummy minefield sections. For example, if you are allowed two sections, you can place three down. Make a note of which sections are dummies. Your opponent might notice this variation in the number of allowed minefields, in which case he'll know some minefields are dummies, but of course he won't know which ones!

When units enter a dummy minefield, roll to ambush them as normal (including any re-rolls that the opponent may force upon you). If you score a hit, however, you have to reveal the minefield is just a dummy, and from now on it counts as a cleared minefield section (see below), as a few mines were often left even in dummy minefields.

Minefields in Water

As mines in shallow and deep water are intended solely to destroy boats and amphibious vehicles, you cannot place anti-personnel minefields in water terrain (Shallow or Deep), but you can place anti-tank minefields, or dummy ones, in either type of water terrain (see rules for movement in water on [here](#) of *Battleground Europe*).

Concealed Minefields

Instead of visibly deploying your minefields sections, you may halve the number of sections available and deploy them hidden without any markings. We cannot condone and do not encourage the use of this despicable practice, which is against the Geneva Convention!

Make an accurate note of where the minefield sections are. You can either use coordinates and/or make a map of the table as you wish. You cannot place hidden minefields in the enemy's set-up zone.

During the game, when a unit moves into the minefield, you must reveal it (the unit has spotted that something is amiss) and place it on the table, and then proceed to ambush the unit as normal.

German combat engineers clear mines as an armoured car burns



German infantry negotiate the makeshift shore defences



CLEARING MINEFIELDS

Once a minefield section has scored one or more hits on a unit passing over it, the opposing player rolls a die. On the roll of a 6, the minefield is cleared. If the unit that was hit was a vehicle with damage value 8 or more, the minefield is instead cleared on a 4+. This represents any subsequent troops either following in the tracks of the first or moving over craters left by previous exploded mines.

A cleared minefield is left in place, but from that point onwards the minefield only ever scores hits on a 6, regardless of the quality of the troops crossing it, and always rolls a single die 'to hit', even against units moving at a Run. Re-rolls for friends and Engineers still apply. This represents hurried mines clearance under fire, which is not exactly a thorough process, and might definitely leave a few isolated mines behind.

Thankfully, there are alternative means of clearing a minefield other than walking your infantry or driving your tanks over it. These are listed below with their rules.

MANUAL MINE CLEARANCE BY INFANTRY

Any infantry unit that has at least five models inside a minefield can be ordered to attempt to clear it using their bayonets. The unit must be given a special 'Mine clearing' order, which is the same as giving the unit a Down order – place a Down marker next to the unit and then make a 'mine clearing roll' applying all of the modifiers below. In order to clear the minefield section, the

result needs to be a 6 after modifications. Note that a natural 6 is always a success and a natural 1 is always a failure. In addition, if a natural 1 is rolled, the minefield section ambushes the unit as normal (and in this case, an anti-tank minefield does affect the tampering infantry!).

Mine clearing modifiers (cumulative)

- Veterans +1
- Inexperienced -1
- Engineers +1
- Mine-clearing gear* +2
- Per pin marker on unit -1

*Any Engineer unit may be equipped before the game with mine clearing gear (Bangalore Torpedoes, mine detectors, etc.) at a cost of +1pt per model, at least one of the models should show this upgrade.

BLOWING IT UP!

Any weapon capable of Indirect Fire can target a visible minefield section. Aim for the centre point of the section and roll to hit as normal (including ranging in for successive shots). If a hit is scored, roll for the HE value of the weapon – if you score at least 6 hits on the minefield with a single shot, the minefield section is cleared.

When resolving an artillery barrage ‘Fire for effect’ result, roll a die for each minefield section within range of the barrage (including concealed ones!). If you roll a 6, the minefield section is hit by a heavy howitzer as normal, and if you score at least 6 hits on it, it is cleared.

When firing a preparatory bombardment, roll a die for each minefield sections in the defender’s set-up zone (including concealed ones!). If you roll a 6 that minefield section is cleared.

GERMAN INVASION FORCES



Raus! Raus! German grenadiers pile out of their landing barges



THEATRE SELECTORS

BEACH LANDING REINFORCED PLATOON

This Theatre Selector recreates a *Seelöwe* first invasion wave making a contested beach landing in Kent. Only Type A invasion barges are expected to be on-table, the other barge types unloading offshore. The units in this selector can be found in the *Armies of Germany* supplement or the [New German Units](#) section. In any case, all German army-level special rules (Hitler's buzz saw, initiative training, etc.) apply as normal to all units, except where otherwise specified.

This Theatre Selector is also used to represent German forces fighting in the inland scenarios after the invasion, but in this case boats and barges are not used.

1 Lieutenant – First or Second
2 Heer Infantry squads

plus:

Headquarters

0–1 Captain or Major
0–1 Medic team
0–1 Forward observer (Air)

Infantry

0–4 Infantry squads: 1 may be a Heer pioneer squad and 1 may be a Brandenburger Spähtrupp
0–1 Sapper team
0–2 MMG teams
0–1 Mortar team: Light or Medium
0–1 Flamethrower team
0–1 Anti-tank rifle team

Artillery

0–1 gun from:
Anti-tank gun: Pak 36
Artillery gun: Light howitzer
plus:
0–1 Anti-aircraft gun: Flak 38, flak 36, or 88mm AA/AT Flak 36

Tanks and assault guns

0–1 vehicle from: Stug III Aus A, B, C, D or E or SdKfz 10/4 with Flak 38
or
0–1 vehicle from: Amphibious tank

Transports and Tows

0–1 Transport vehicle per infantry unit from: SdKfz 10, SdKfz 7, SdKfz 251/1, Heavy field car,

Field car

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, SdKfz 251/1, Heavy field car

SPECIAL RULES

- **Marine Transports:** All units (other than amphibious tanks) must be transported in barges or boats from: Invasion Barge Type A or Sturmboot when fighting an invasion scenario. This rule should be ignored when fighting an inland scenario.



FALLSCHIRMJÄGER REINFORCED PLATOON

The German Fallschirmjäger parachute was of an unusual design in that it connected to the paratrooper by a single link in the middle of his back. This meant that Fallschirmjäger did not so much jump as dive out of a Ju 52 door, pushing off with both hands and feet so that they were face down in a horizontal position when the 'chute opened automatically. Any other posture was likely to cause serious injury. The jolt when this type of parachute opened was substantial and parachutists could not reach their shrouds to control the descent. They hit the ground on knees and elbows so landings were often hard especially as obstacles could not be avoided. For these reasons Fallschirmjäger dropped equipped with no weapon bigger than a Walther P-38 pistol and a 'gravity knife'.

All other equipment was dropped in containers. A single platoon required 14 such capsules just for its weapons and ammunition. Dispersal of both men and equipment containers was obviously a serious issue causing a long delay after the drop before a Fallschirmjäger unit could be assembled, equipped and ready for combat.

For these reasons Fallschirmjäger would ideally parachute into an undefended location with marching distance of their objectives rather than directly upon their targets. They didn't jump into combat.

Fallschirmjäger equipment consisted of: a special helmet (the Fallschirmhelm), the excellent Schmeisser MP38/MP40 SMG, Mauser Kar98K 7.92 rifles, grenades, the MG 34 machine gun, a specially lightened 81mm mortar, and the recoilless Leichtgeschütz 40 75mm howitzer.

The units in this selector can be found in the *Armies of Germany* supplement or the [New German Units section](#).

2 Fallschirmjäger squads (Early War)

plus:

Headquarters

0–1 Captain or Major (Veteran)

0–1 Medic team

0–1 Forward observer (Air)

Infantry

0–4 Fallschirmjäger squads (Early War)

0–1 MMG team

0–1 Mortar team: Light or Medium

0–1 Anti-tank rifle team

0–1 Sniper team

0–1 Flamethrower team

Artillery

0–1 LG 40 75mm Light howitzer

SPECIAL RULES

- **Veteran:** All units must be taken as Veteran.

TOP SECRET

LEGENDS OF GERMANY

Major Siegfried Grabert

Siegfried Grabert, Knight's Cross of the Iron Cross with Oak Leaves, was a Major of Reserves in World War II who commanded a commando detachment of Brandenburgers. In May 1940, he captured Nieuport bridge in Belgium in a coup de main. He led commando attacks in France, Greece and Crete, where he was decorated for the capture of another crucial bridge. On the night of 23 July 1943, Grabert with the 8/Lehr-Regiment 'Brandenburg' z.b.V. 800 crossed the Don in southern Russia using small boats. On 25 July, he launched a frontal attack to clear a 6 kilometre long causeway consisting of five bridges and embankments through a swamp to facilitate the passage of tanks and other heavy equipment that was guarded by the Soviet 339th Rifle Division. The 8th Company infiltrated as far as the second bridge before being detected. They pressed on, Grabert falling after encountering heavy resistance at the third bridge. With Stuka support, the remnants of the 8th cleared the causeway, opening the way to the Caucasus.

Cost	180pts (Veteran)
Team	1 officer and up to 2 other men (Veteran)
Weapons	Submachine gun, pistol or rifle, as depicted on the models
Options	- May be accompanied by up to 2 men at a cost of +16pts per man
Special Rules	- Disguised - Infiltration expert: Units that wish to fire on or assault disguised Brandenburg units within 12" of Grabert must receive their order when they are within 3" of the Brandenburg unit, rather than the normal 6".



(L-R) Fallschirmjäger Oberleutnant, Jäger and NCO, by Mike Chappell © Osprey Publishing. Taken from Men-at-Arms 139: German Airborne Troops 1939–45.



BRANDENBURG INFILTRATION COMMANDO REINFORCED

PLATOON

Hauptmann Theodor von Hippel, a veteran of the East African campaign in World War I, suggested the formation of small elite commando units fluent in appropriate languages to operate as sabotage teams behind enemy lines. The idea was soundly rejected by the German Army, who had an almost religious revulsion to such concepts dating back to their experiences of *Francs-tireurs* during the Franco-Prussian War.

Admiral Canaris, head of the German Secret Service, had no such qualms and incorporated Hippel into the Abwehr's 2nd Department. The first unit formed was the Bataillon Ebbinghaus, made up of Polish *Volksdeutsche* crooks and thugs, which went on to become infamous for various atrocities against civilians during the invasion of Poland.

The success of the Ebbinghaus, at least from the German perspective, led to Hippel forming a new unit with the catchy codename *Lehr und Bau Kompanie z.b.V. 800*, quickly renamed the Brandenburgers. They fought in the Low Countries and France in 1940 and were earmarked for operations in Britain with Army Group C.

For some reason, nuns were identified as a particularly likely Brandenburg disguise by the British populace. A lady on a London train was awarded £10 for identifying a nun as a disguised stormtrooper by observing the hairiness of 'her' hands. Razor sales to convents immediately tripled, raising further suspicions.

This Theatre Selector is suitable for patrol scenarios or as allies to a German reinforced platoon in a battle scenario.

1 Brandenburg Officer
1 Brandenburg Spähtrupp

plus:

0-1 Abwehr Agent
1+ Brandenburg Spähtrupp
0-4 Brandenburg Sabotage Team

A suspicious-looking nun eavesdrops on British sentries



AIRBORNE RAIDERS REINFORCED PLATOON

These represent small forlorn hope detachments dropped onto specific locations via assault gliders to (i) capture specific objectives such as a bridge, (ii) assassinate important military or political leaders, or (iii) sabotage key equipment. Many were expended in the militarily pointless Baedeker raids designed to damage British morale.

This Theatre Selector is suitable for patrol scenarios or as allies to a German reinforced platoon in a battle scenario.

1 Lieutenant – First or Second
1 Fallschirmjäger squad (Early War)

plus:

Headquarters

0–1 Captain or Major

Infantry

0–4 Fallschirmjäger squads (Early War)
0–1 MMG team
0–1 Mortar team: Light or Medium
0–1 Anti-tank rifle team
0–1 Sniper team
0–1 Heavy Hohlladungswaffen team

Transport

Sufficient DFS 230 gliders must be taken to transport all squads and teams. Note that squads and teams may not be broken up

to fit in more than one glider: they must maintain cohesion.

SPECIAL RULES

- **Veteran:** All units must be taken as Veteran.
- **Charges:** Squads may be given [light Hohlladungswaffen](#) for +3pts per man.

FIFTH COLUMN REINFORCED PLATOONS

The term 'Fifth Column' is normally credited to Spanish Nationalist General Emilio Mola. In 1936, he told a journalist that Madrid was not only threatened by the four visible columns marching on the city but also by an invisible fifth column of supporters within Madrid. The term became popularised by Ernest Hemingway who used it as the title for his play.

Henceforth, Fifth Column became shorthand for the enemy within, traitors or disguised agents working to undermine a defence. Hitler himself spread disinformation in speeches that the rapid collapse of the Low Countries was due to a vast Fifth Column of German stormtroopers disguised as civilians.

The British Ministry of Information helpfully produced a leaflet assuring that German Fifth Columns were a serious threat and that everyone should be on their guard. The Times warned against 'the landing of parachutists and troops ... with such abominable ruses de guerre as the use of disguises of nuns, Red Cross nurses, monks, tramcar-conductors, policemen, postmen'. Actually, there was no Fifth Column but, in the spirit of the times, we present the examples below.

These Theatre Selectors are suitable for patrol scenarios or as allies to a German reinforced platoon in a battle scenario.



BUF Action squad

BRITISH UNION OF FASCISTS – BLACKSHIRT 'REINFORCED

PLATOON'

The BUF (also BUFNS and BU), the 'Blackshirts', were formed in 1932 by Sir Oswald Mosely. They were modelled upon Mussolini's fascist party and achieved quite a following. In 1936, political uniforms were banned in Britain after the London riot nicknamed The Battle of Cable Street, and membership of the BUF declined, becoming increasingly associated in the public mind with Nazi Germany. The organisation was banned and much of its leadership interned in May 1940, precisely to stop it functioning as a Fifth Column. Most people today will be more familiar with PG Wodehouse's brilliant parody of the BUF: Spode's 'Blackshorts'.

The I Squad was the 'elite' paramilitary unit of the BUF, functioning mainly as a security force of 'stewards', rather like the early Waffen-SS. They had no access to purpose-designed armoured vehicles so were obliged to improvise. Machine guns were in very short supply – only a few Lewis Guns and the odd Vickers stolen from official armouries – so were usually vehicle mounted.

1 BUF Group Leader

1 BUF Action squad

plus:

Infantry

0–4 BUF Action squads

0–1 BUF Support squad

0–1 BUF Anti-tank squad

0–1 Abwehr agent

Transports

0–1 Civilian car (Inexperienced)

0–1 Civilian lorry per Action squad or support team (Inexperienced)

Note: Blackshirt civilian vehicles can be found in the [New British Units section](#).

GANGSTER 'REINFORCED PLATOON'

Britain has always had an underworld that includes gangsters, especially in London. Examples include Billy Hill (a violent robber and shiv artist who went on to mentor the Kray twins), Jack 'Spot' Comer (who was Jewish and hence not a great fan of the BUF), Charles 'Derby' Sabini (who ran racecourse rackets), and the Messina brothers (who controlled prostitution and people trafficking). British gangsters favoured shivs (razors or knives) or clubs as their

choice weapons for general thuggery and terrorising, but had access to guns. The war years were particularly lucrative because of blackouts and a reduced police presence.

Technically speaking, thugs are neutrals rather than part of the Fifth Column, but they were only interested in money, and Nazi gold spent as well as any other, so we can easily imagine them being hired for dirty work. Employing crooks and thugs of every nationality was a well-known Nazi trait.

1 Boss

1 Gang

plus:

Infantry

0–4 Gang

0–4 Hangers-on

0–1 Abwehr agent

Transports

0–1 Civilian car (Regular) per boss and per gang

Note: Gangster civilian vehicles can be found in the [New British Units section](#).

TOP SECRET

LEGENDS OF BRITISH FASCISM

Sir Oswald Mosely, 6th Baronet

An Anglo-Irish aristocrat, Mosely fought on the Western Front and was later elected to Parliament as the Conservative MP for Harrow on an anti-war policy. He jumped ship to Labour over the use of the infamous Black & Tans in Ireland, then joined the ILP and became a prominent Fabian, eventually starting a new left-wing party which failed in 1931. He made another abrupt turn and joined the fascists, initially modelled upon Mussolini's party but then increasingly the Nazis, which rapidly lost him mass support. Mosely was dangerously charismatic. Adolf Hitler apparently had plans for Mosely had Britain fallen noting rather sinisterly that, '[Mosely] could never become a real leader like himself [but] his role is not yet over.'

Cost	135pts (Veteran)
Team	1 Imperial Commander (BUF)
Weapons	Submachine gun, pistol or rifle as depicted on the models
Options	- Mosely may be accompanied by up to 2 Blackshirts at a cost of +13pts per man (Veteran)
	- Mosely counts as a Captain (for Blackshirt units only). - Charismatic: Any Blackshirt unit within 12" of Mosely may reroll any order test. - The Blackshirts managed to acquire a broken down Lanchester armoured car that was found in a lock-up in Coventry,

Special Rules

presumably left over from a shipment to the Far East. After it was more or less fixed, Mosely used it as a personal transport. If Mosely is selected, the BUF may add a Lanchester 6 x 4 armoured car (see *Armies of Great Britain*, p.53) with an Inexperienced crew for 54pts. It must test morale before moving even if it has no pin markers, as the transmission is still a bit dodgy.

Mosely exhorts his Blackshirts to take the fight to the streets





BRANDENBURGER UNITS

HEADQUARTERS

BRANDENBURGER OFFICER

The officer would be a German-born national drawn from ranks of the the regular army, unlike the soldiers under his command, who would be foreign-born Volksdeutsche.

Cost	- Leutnant (Second Lieutenant) 75pts (Veteran) - Oberleutnant (First Lieutenant) 100pts (Veteran) - Hauptmann (Captain) 135pts (Veteran)
Composition	1 officer and up to 2 further Brandenburgers
Weapons	Pistol or submachine gun as depicted on the models
Options	- The officer may be accompanied by up to 2 men at a cost of 16pts per man - May be given a Sturmboot
Special Rules	- Disguised

INFANTRY

BRANDENBURGER SPÄHTRUPP

Cost	Veteran Infantry 80pts
Composition	1 NCO and 4 Brandenburgers
Weapons	Pistols

Options	- Up to 3 additional Brandenburgers at +16pts each - Any man can have a submachine gun for +4pts per man - Can be given anti-tank grenades for + 2pts per model - May be given light Hohlladungswaffen for +3pts per man - May be given a Sturmboot (Note: Spähtrupp must be 6 men or less to fit in a Sturmboot)
Special Rules	- Disguised

BRANDENBURGER SABOTAGE TEAM

The charge was constructed in two sections and carried broken down by the two man team.

Cost	50pts (Veteran)
Composition	2 men
Weapons	Pistols, Heavy Hohlladungswaffen
Options	- Pistols may be upgraded to submachine guns at +4pts per model - After the Hohlladungswaffen is used the team continues to fight as normal - May be given a Sturmboot
Special Rules	- Disguised

ABWEHR AGENT

Abwehr agents could be dressed in British military (army or navy) or civilian clothes and might be male or female.

Cost	20pts (Veteran)
Composition	1 agent
Weapons	Pistol
Options	- May be given a submachine gun for +4pts - May be given an anti-tank grenade for +2pts - May be given a light Hohlladungswaffen for +3pts
Special Rules	- Disguised



FIFTH COLUMN UNITS

HEADQUARTERS

BUF GROUP LEADER

The officer class of the I Squad were known as group leaders, a ‘group’ being roughly similar to a platoon or company of the British Army. They were divided into senior and junior leaders, roughly equivalent to captain/major and second/first lieutenant. They tended to consist of men who had been NCOs in the regular army or young sprigs from the upper-middle and upper classes, the BUF being relatively free of class distinctions as it was a revolutionary movement.

Cost	- Junior Group Leader 35pts (Inexperienced), 50pts (Regular) – counts as a Second Lieutenant - Senior Group Leader 60pts (Inexperienced), 75pts (Regular) – counts as a First Lieutenant
Composition	1 leader and up to 2 Blackshirts
Weapons	Improvised hand weapon, pistol, shotgun or rifle as depicted on the models
Options	- The leader may be accompanied by up to 2 Blackshirts at a cost of +7pts per man (Inexperienced) or +10pts per man (Regular) - The entire team may be mounted on Bicycles at +1pt per man
Special Rules	- Bicycle rules, if taken.



GANG BOSS

A nasty piece of work who has risen to the top through cunning and the employment of extreme brutality.

Cost	50pts (Regular), counts as a Second Lieutenant
Composition	1 boss and up to 2 bodyguards
Weapons	Shivs (improvised hand weapon), pistols, submachine guns or rifles as depicted on the models
Options	- The boss may be accompanied by up to 2 bodyguards (Regular) at a cost of 10pts per man

INFANTRY

BUF ACTION SQUAD

Some Blackshirt volunteers might have military experience, but most would be impressionable and not very bright young men or street thugs. They are therefore classed as Inexperienced.

Cost	Inexperienced Infantry 20pts
Composition	1 under-group leader and 4 Blackshirts
Weapons	Improvised hand weapons
Options	- Up to 9 additional Blackshirts armed with improvised hand weapons at +4pts each - Extra to give up to two Blackshirts a shotgun at +5pts each - Extra to give a single Blackshirt a pistol +2pts - Extra to give up to two Blackshirts a rifle at +3pts each - Extra to give the entire squad Molotov Cocktails +2pts per man - The entire patrol may be mounted on Bicycles at +1pt per Blackshirt
Special Rules	- Green - Bicycle rules, if taken.

A BUF group leader urges his Blackshirts into action



BUF SUPPORT SQUAD

The I Squad had no access to military artillery of any sort so were required to make improvised rocket-mortars from blasting materials stolen from quarries and so forth.

Cost	Inexperienced Infantry 20pts
Team	2 Blackshirts
Weapons	Improvised rocket mortar (counts as a Light mortar with the special rules listed below)
Special Rules	- Team weapon - Indirect fire - HE (1") - Dangerous



BUF ANTI-TANK SQUAD

A handful of Boys anti-tank rifles with limited amounts of ammunition were seized in a raid on a Territorial Army magazine. These rare and tricky weapons would be given to ex-military veterans with some training wherever possible.

Cost	16pts (Inexperienced), 25pts (Regular)
Team	2 Blackshirts
Weapons	1 Anti-tank rifle
Special Rules	- Team weapon - Short of ammunition



GANG

Seasoned enforcers who are used to carrying out the boss's instructions no matter how unpleasant.

Cost	Regular Infantry 35pts
Composition	Gang lieutenant and 4 enforcers
Weapons	Shivs (and other improvised hand weapons)
Options	- Up to 5 additional enforcers armed with improvised hand weapons at +7pts each - Give up to two enforcers a shotgun at +5pts each - Give gang lieutenant a pistol at +2pts - Give up to 2 enforcers a rifle at +3pts each - Give the entire squad Molotov Cocktails at +2pts per man

HANGERS-ON

These consist of the small-time criminals and young would-be gangsters who can easily be rounded up for use as cannon fodder in a crisis. They would be led by an enforcer.

Cost	Inexperienced Infantry 20pts
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Composition	1 enforcer and 4 criminals
Weapons	Improvised hand weapons
Options	- Up to 5 additional criminals armed with improvised hand weapons at +4pts each - Give enforcer a shotgun at +5pts - Give enforcer a pistol at +2pts
Special Rules	- Green

BUF thugs looking for trouble



SPECIAL GERMAN INVASION EQUIPMENT



Sturmboots speed ashore to support the main landing



INVASION BARGES

By September 1940, only two prototypes of an infantry landing craft, the Pionierlandungsboot 39 (Engineer Landing Boat 39), had been delivered and no tank landing craft at all so the Kriegsmarine was obliged to improvise using inland waterway barges. Some 2,500 were sourced from all over the continent, 860 from Germany, 1,200 from the Low Countries and 350 from France. Most were unpowered so would have to be towed across the English Channel by tugs. They varied in size to some degree but here we will treat all of them as the same for the sake of simplicity.

Normally, only the Type A barge would be on-table in a scenario as the other marks of barges were intended to unload offshore so only their transported Sturmboot and amphibious tanks would be placed on the table. However, appropriate data is given below should players wish to create a giant megagame with barges manoeuvring and unloading at sea.

INVASION BARGE TYPE A: GENERAL PURPOSE

The standard Type A barge was intended to land troops and vehicles directly onto the invasion beaches, so the bows were cut open to allow troops and vehicles to disembark over ramps. Three to four medium tanks or the equivalent in troops or other materiel could be carried.

Cost	100pts (Regular)
Weapons	None
Damage Value	7+ (Armoured carrier)
Transport	4 items (One 'item' is a single infantry section, three infantry teams, a single gun, or a single vehicle)
Special Rules	- Open-topped - Waterborne: Treat as a slow tracked vehicle for movement and turning purposes but may only move on water. - Massive vehicle: To take into account the barge's size, discard the first damage roll that equal or beats its damage value. - Barge destruction: All transported items are destroyed if a barge is destroyed at sea, but use the normal destroyed transport vehicle rules if the barge is destroyed when it has its bow touching the shore line. - Deploying ramps: Ramps are automatically deployed at the start of any turn where a barge is bow in, touching the shore. - Debark: One item per turn may debark from the front of the barge over deployed ramps.

INVASION BARGE TYPE AS: STURMBOOT TRANSPORT

This was a Type A barge with the sides lined with concrete to give a degree of armoured protection against shell splinters and small arms fire. They were intended to deliver the initial wave of Brandenburger commandos so mounted up to ten Sturmboot on slides. Around 18 barges were converted to AS standard.

Cost	100pts (Regular)
Weapons	None
Damage Value	8+ (Light tank)
Transport	10 Sturmboot with crew
Special Rules	- Open topped - Waterborne: Treat as a slow tracked vehicle for movement and turning purposes but may only move on water. - Massive vehicle: To take into account the barge's size, discard the first damage roll that equal or beats its damage value. Also, all shots count the full armour value, regardless of the direction they come from. - Barge destruction: All transported items are destroyed if a barge is destroyed at sea, but use the normal destroyed transport vehicle rules if the barge is destroyed when it has its bow touching the shore line. - Deployment: The barge may deploy one Sturmboot per side, per turn.

INVASION BARGE TYPE B: TAUCHPANZER TRANSPORT

Tauchpanzer (Pz III and IV submersible tanks) were intended to drive off the front of Type B barges into water depths of up to 15 metres, several hundred metres offshore. The barge would anchor offshore, which would make it a prime target for coastal defence batteries, and extend an 11 metre ramp with a float on the front. A sealed Tauchpanzer would drive onto the ramp which would be slowly pushed down to the sea bed as the tank moved further from the barge. The ramp would bob up once the tank drove off, ready for the next to exit. The launched Tauchpanzer would then be driven along the sea bed to the beach, taking in air from a long hose attached to a buoy. How well all this would have worked under battle conditions is debatable. Around 75 barges were converted to Type B and 168 Pz IIIs and 42 Pz IVs to Tauchpanzer.

Cost	100pts (Regular)
Weapons	None
Damage	7+ (Armoured carrier)

Value	
Transport	4 Tauchpanzer
Special Rules	- Open-topped - Waterborne: Treat as a slow tracked vehicle for movement and turning purposes but may only move on water. - Massive vehicle: To take into account the barge's size, discard the first damage roll that equal or beats its damage value. Also, all shots count the full armour value, regardless of the direction they come from. - Barge destruction: All transported items are destroyed if a barge is destroyed at sea, but use the normal destroyed transport vehicle rules if the barge is destroyed when it has its bow touching the shore line. - Deployment: One Tauchpanzer per turn may be deployed over the front ramp provided the barge remains stationary for that turn.

INVASION BARGE TYPE C: SCHWIMMPANZER TRANSPORT

Schwimmpanzer were amphibious Pz II light tanks equipped with flotation devices. The floats were too wide for them to be unloaded over the bow so they exited the barge via a hatch cut in the stern. Only 14 had been converted in time for the invasion.

Cost	100pts (Regular)
Weapons	None
Damage Value	7+ (Armoured Carrier)
Transport	4 Schwimmpanzer
Special Rules	- Open-topped - Waterborne: Treat as a slow tracked vehicle for movement and turning purposes but may only move on water. - Massive vehicle: To take into account the barge's size, discard the first damage roll that equal or beats its damage value. - Barge destruction: All transported items are destroyed if a barge is destroyed at sea, but use the normal destroyed transport vehicle rules if the barge is destroyed when it has its bow touching the shore line. - Deployment: The barge may deploy one Schwimmpanzer per turn through the stern provided the barge remains stationary for that turn.

STURMBOOT (ASSAULT BOATS)

The Leichtes Sturmboot 39, to give it the full designation, was a fast (30mph) light boat powered and steered by an outboard motor. It was intended for patrolling and transporting troops across internal waterways so could be used in shallow water but had a low freeboard when loaded so was of limited seaworthiness.

Cost	20pts (Veteran)
Weapons	None
Damage Value	6+ (Soft skin)
Transport	6 men
Options	- May be fitted with an MMG on a forward-facing mount for +15pts but can then only transport 4 men.
Special Rules	- Waterborne: Treat as a wheeled vehicle for movement and turning purposes but may only move on water. - Boat destruction: All transported men are lost if it is destroyed at sea, otherwise treat as any other vehicle.

AMPHIBIOUS TANKS

Although tanks could be carried and downloaded over the front of the standard Type A invasion barge, this would be difficult to achieve under fire as ramps had to be deployed. The solution was to independently get tanks ashore in the primary invasion wave to support disembarking infantry. The methods adopted by the Germans included floating light tanks and submersible medium tanks. Enough tanks were converted, 52 Pz IIs, 168 Pz IIIs and 42 Pz IVs, to give the first wave ashore roughly the tank strength of a panzer division. For administrative purposes they were organised into four abteilung (battalions). Amphibious tanks incur no additional cost for their amphibious capability as it confers no combat advantage.

Panzers Marsch! German armour rolls ashore



SCHWIMMPANZER II

The Germans converted the 8.9 ton Panzer II into Schwimmpanzers by the addition of long floats along each hull and a rubber seal around the turret base. The Schwimmpanzers could use their turret weapons while swimming ashore. Top speed was around 6kph.

While afloat, a Schwimmpanzer II moves across the water according to the 'amphibious vehicle' rules in the *Bolt Action* 2nd Edition rulebook (p.118), and receives a -2 cover modifier because it floats with most of the hull under water. In all other ways, it is a standard Panzer II.

TAUCHPANZER

Also known as Unterwasser Panzer, or U-Panzer, Tauchpanzers were Panzer III or IV medium tanks that had their hulls and turrets completely water sealed to turn them into deep-wading or submersible tanks. Air was supplied for the crew and engine by a rubber hose attached to a float that also had a radio aerial attached. Guidance was by gyrocompass or radio directions from the launching barge.

The concept was that Tauchpanzers would drive along the sea bed up onto the shore, whereupon explosive bolts would be used to jettison the water-proofing and turn it into a standard tank, ready for combat.

On the gaming table, Tauchpanzer IIIs and IVs behave just like normal tanks. The issue is their run along the sea bed. Soviet experiments with modern submersible tanks have shown that guidance is a tricky proposition, so any particular Tauchpanzer's appearance at the shore line is likely to be unpredictable, assuming that it didn't get stuck on some underwater obstacle like a slippery seaweed patch or rock.

When a Tauchpanzer is used in a beach invasion scenario, the German player rolls a D6 at the start of each turn from Turn 1 onwards, and consults the table below.

Tauchpanzer Deployment Table	
Die Roll	Result
1	Disaster: The Tauchpanzer is stuck
2–3	Oh dear: The Tauchpanzer is still going around in circles on the sea bed
4–5	Good progress: Deploy the Tauchpanzer on the following turn
6	Success: Deploy the Tauchpanzer this turn

The Tauchpanzer may be deployed by the German player on the shoreline at the edge of the water anywhere on the board.

Roll for a stuck Tauchpanzer at the start of each following turn. It frees itself on a D6 roll of a 5 or 6. Immediately dice again on the Tauchpanzer deployment table and at the start of each following turn as necessary.

A submerged Tauchpanzer cannot be attacked in any way and cannot fire its weapons.

GLIDERS

DFS 230 ASSAULT GLIDER

The DFS 230 was developed by Deutsche Forschungsanstalt für Segelflug (German Research Institute for Glider Flight) in 1933 and was a state-of-the-art design by Hans Jacobs. It could carry nine soldiers and their equipment in addition to the pilot (four passengers facing forwards and four facing the rear). The ninth passenger sat beside the pilot where he could operate a forward-facing MG 34 machine gun.

It had an astonishing glide ratio of 1:18, so could be dropped quite a way from the target. As an assault glider, it was equipped with a braking parachute that allowed it to dive steeply through any flak directly onto its target and come to a halt within 20 metres of its target. The number built from 1933 to 1941 was in excess of 1,500.

For game purposes, the player can use a counter to represent a landing glider. If a model is used, I suggest using 1:72 scale rather than 1:48. Gliders are big!

Cost	15pts (Regular), 20pts (Veteran)
Weapons	1 forward-firing MMG
Damage Value	6+ (Soft skin) (not usually applicable in games)
Transport	9 men, plus pilot
Special Rules	- DFS 230 Glider (see below)

DFS 230 Glider

- After drawing an order die the German player places it on the table with Advance uppermost to indicate the chosen landing site and the direction in which the glider will land and rolls a D6. The glider lands on a 2+ but it lands on the following turn if a 1 is rolled.
- The player may fire the MMG as the glider lands. For game purposes assume the glider is assumed to be located on its order die facing in the appropriate direction when firing.
- Roll 2D6 and add the result to get the distance the glider moves forward from its order die. A Veteran pilot rolls 3D6 with the player selecting which die to discard.
- The glider is destroyed if it runs into a solid structure such as a building, wall, anti-glider obstacle or vehicle. In general the glider uses the normal transport rules as in the *Bolt Action* 2nd Edition rulebook (p.114).
- The pilot becomes an infantryman equipped with an SMG after the glider has landed. His cost is included in the cost of the glider and after landing he has the same troop quality and morale as the rest of the squad being transported, of which he is a part.
- Gliders are not affected by anti-aircraft guns as the rules cover only the final landing approach where they are too low and inconspicuous to be attacked.

LIGHT AND HEAVY HOHLADUNGWAFFEN

Hohlladungswaffen were shaped charge demolition explosives. They lacked the ‘cone lining’ found in the British anti-tank grenade (and all later infantry anti-tank weapons) so were not particularly effective in burning through armour. They were primarily for use against concrete structures such as bunkers or pillboxes.

The section or team (in the case of the heavy Hohlladungswaffen) carrying the charge must start the turn adjacent to the target and must be given a Fire order

to detonate it. A section with Hohlladungswaffen may detonate any number of them in any one turn at the discretion of the German player but when they're gone, they're gone.

For game purposes Hohlladungswaffen come in two forms, Light or Heavy:

A Light Hohlladungswaffen detonated against a fortification kills the crew of a fortification on a die roll of 5 and, in addition, demolishes the structure on a 6.

Heavy Hohlladungswaffen kill the crew of a fortification on a 3+ and, in addition, demolishes the structure on a 5+.

NEW SPECIAL RULES



Rural peace is shattered as Germans burst from the treeline



ARMoured ALL ROUND

Shots at the side, rear, or top armour have an unmodified penetration.

CLUMSY HANDLING

Roll a D6 stability test if the vehicle is given a Run order. On a result of 1 it turns over and is wrecked, on a 2 or 3 the Run order stands but it does not move a double speed, and on a 4+ it successfully moves at full speed.

COUNTRYFOLK

These are country people used to hunting, shooting and fishing across their local landscape: they receive a +1 morale when in natural soft cover, such as vegetation. They are skilled gamekeepers, hunters and poachers so also receive

+1 to hit when shooting.

COVERT OPERATORS

These use the normal sniper rules except for a modified set up. They may be set up anywhere in the attacker's half of the table as well as the defender's provided they are more than 8" from an enemy unit. They may be set up hidden.

DANGEROUS

If the result is a 1 when rolling to hit, roll the die again; on a second 1 the gun explodes killing its crew.

DISGUISED

The unit or team may be disguised as friendly forces or innocuous civilians provided they are not using a Sturmboot. Enemy units cannot shoot or assault disguised models until they reveal themselves by opening fire or assaulting, after which they cease to be disguised and may be targeted as normal. If an enemy unit is within 6" of a disguised unit when it receives an order, it may open fire against it or assault it as normal. The disguised unit ceases to be disguised and may be targeted as normal once it has been fired on or assaulted.

DISMOUNTABLE

The gun may be removed from the vehicle. The vehicle is permanently removed from the table and is replaced by an appropriate gun model. This then functions using its normal rules.

EXCRUCIATINGLY SLOW RELOAD

May only Fire every other turn.

INCENDIARY

If this weapon hits a vehicle, it causes no damage. Instead, roll a die: on a 4+ it sets the vehicle on fire as if the player had rolled a 3 on the damage results table in the *Bolt Action* 2nd Edition rulebook (p.108). Follow the instructions in the table.

IMPROVISED HAND WEAPONS

Men armed with improvised hand weapons cannot shoot but may fight in close combat.

IMPROVISED ARMOUR

This is armour retrofitted to existing civilian vehicles conferring a damage value of 7+ (Armoured car) but with a +1 modifier on a die roll on the damaged results on armoured targets table (e.g. a 3 rolled for superficial damage becomes a 4, meaning knocked out). Open-topped vehicles with improvised armour are still classed as open topped unless otherwise specified.

INFINITE RANGE

Has no upper range limit.

Longbows

Longbows are treated as rifles when wielded by a trained archer, but with an additional -1 Pen on the roll to damage (e.g. a die roll of 6 counts as a 5, a 5 counts as a 4, etc.).

LOW VELOCITY

Armour penetration reduced by 1.

MOLOTOV COCKTAILS

Molotov Cocktails count as Anti-tank grenades.

ROLLER SKATES

A section equipped with roller skates has a basic move of 9" (Run move 18") provided it is on a flat hard surface such as concrete, pavements or metalled roads. It has a basic move of 3" (Run move 6") when on any other surface permissible to infantry – it is possible to walk in roller skates in a field, just very, very slowly. The section may remove the skates if given a Down or Rally order. They are then permanently discarded (a second set of models without skates is useful to depict this).

SHORT OF AMMUNITION

When rolling to hit, if the result is a 1 then roll again: on 1 or 2 the gun is out of ammo and may not fire again, on a 2 or 3 it has just one shot left, and on a 5 or 6 it carries on as normal.

STATIC

May not be moved, not even with a tow, but can be rotated through 360° to fire in any arc if given an Advance order.

STOPPAGES

The gun has suffered a stoppage if two or more 1s are rolled when testing for hits. It remains out of action for one turn while the gunner clears the blockage. He may not fire other weapons or move (unless in a vehicle) while he does so.

STREETWISE

Streetwise units may move through urban landscapes, including rubble, without being penalised by rough ground or obstacles.

TRICKY TO AIM

The weapon has a -1 hit modifier.

VERY CLUMSY HANDLING

May not be given a Run order and may only be driven over flat, clear ground. Roll a die before each move. On a 1 the vehicle turns over and is wrecked, on a 2 the overloaded transmission fails and it is immobilised, and on a 3+ it moves off... sedately.

Waffen-SS reconnaissance troops attack a British column, by Ramiro Bujeiro © Osprey Publishing.
Taken from Elite 114: Knight's Cross and Oak-Leaves Recipients 1939–40.



SCENARIOS



INTRODUCTION

Two sorts of scenarios are included in this supplement. The first are ‘normal’ *Bolt Action* battle scenarios that are played with British and German reinforced platoons. The second type is ‘patrol scenarios’: small scale battles between British patrols and German raiders.

Patrol scenarios are normally fought between forces of around 500 points each on a 4 x 4’ board, while battle scenario forces start at around 1,000 points with a maximum sized army and playing area size only limited by player’s resources (and stamina). Players may find it useful to field smaller units in patrol scenarios to give greater tactical flexibility. Players may select two or more raider patrols rather than one large one in the same way that they would select two or more reinforced platoons in a normal scenario.

Where possible the scenarios are based upon those in the *Bolt Action* 2nd Edition rulebook for reasons of play balance but obviously some adjustments have to be made for historical situations.



Kleine Befehlspanzer 1

Sentry duty: British soldiers patrol anti-tank defences



PATROL SCENARIO: BRANDENBURGER
COASTAL RAID

INTRODUCTION

Luftwaffe reconnaissance planes have pinpointed a British HQ responsible for coordinating beach defences. The Brandenburger objective is to destroy this strategic target ahead of the main landings using Hohlladungswaffen charges.

FORCES

British forces must be selected from the [British Army Coastal Defence Reinforced Platoon Theatre Selector](#) but no armoured vehicles may be taken.

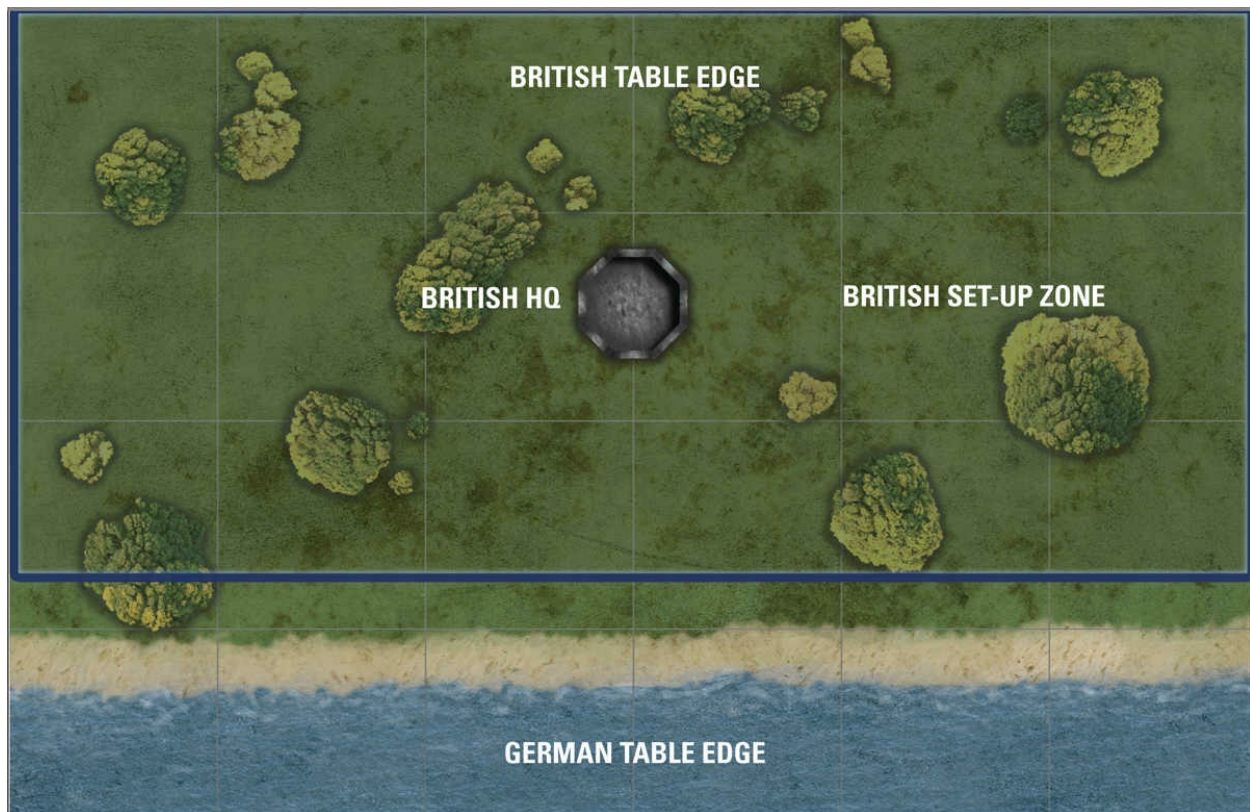
German forces must be selected from the [Brandenburg Infiltration Commandos](#). Note that only Sturmboot may move onto the table; other units must be transported.

SET-UP

The German table edge faces a strip of sea at least 9" deep running the length of the playing area. The British table edge is directly opposite, on the landward side. The British set-up zone is anywhere on land at least 6" from the shore line.

The British player nominates a building, bunker, weapon pit, etc., as the British HQ. It should be placed as far as possible in the middle of the British set-up zone. The British player must divide his force into two detachments of equal size, in so far as this is possible. One detachment starts the game already set up but only one unit may be within 6" of the HQ. The others are patrolling. The second detachment is held in reserve and enters the table from the landward edge of the table.

All the German units arrive in Sturmboot on the first turn on the seaward edge of the table. They may also leave the seaward edge of the table in Sturmboot but may not return.



OBJECTIVE

The German objective is to destroy the target HQ. If they succeed in so doing then the German player has to decide whether to rack up further victory points by killing British units or to retreat to the boats and leave the table.

The British objective is to protect their HQ.

TOP SECRET

PLAYER NOTES

The German player has everything to do in this scenario. The British player could conceivably win the game and lose his HQ but it is most unlikely that a German player will win without destroying the HQ. Oh, and if you're German, don't hang about on the water waiting to get shot at. You're not on holiday.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 5, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn. The game ends immediately if there are no German forces on the table.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The German player scores 1 victory point for every enemy unit destroyed and 5 victory points for destroying the British HQ. The British player scores 2 victory points for every enemy unit destroyed and 3 points if the HQ is undestroyed at the end of the game.

CAMPAIGN POINTS

The winner of the scenario receives 3 campaign points.

VARIATIONS

This scenario offers a great deal of variation when it is replayed. The terrain might be anything from the wilderness of the Romney marshes to a Kent seaside-town like, um, the fictional Walmington-on-Sea. Similarly, the objective does not have to be an HQ. It could be anything from a key static naval gun to a radar emplacement. If the objective is a naval gun, assume it is non-functional.



The calm before the storm: German landing barges prepare to land unopposed



BATTLE SCENARIO: ON THE BEACHES OF KENT

INTRODUCTION

A German invasion fleet arrives in force off a suitable Kent beach and begins an immediate assault covered by a preliminary bombardment from the Franco-Italian fleet positioned offshore. The British commander has positioned his units hidden in prepared positions and telephoned desperately for reinforcements.

The German battle plan is to get units onto the beach, brush aside the pathetic British defences and thrust inland as fast as possible before the defenders can react.

The British battle plan is to buy time for the defences to react by holding up the German invaders for as long as possible.

FORCES

British forces must be selected from the [British Army Coastal Defence Reinforced Platoon Theatre Selector](#). Fortifications must be set up at the start of the game and all vehicles must be placed in reserve.

German forces must be selected from the [Beach Landing Reinforced Platoon](#). Note that only barges, Sturmboot and amphibious tanks may move onto the table; everything else must be transported.

SET-UP

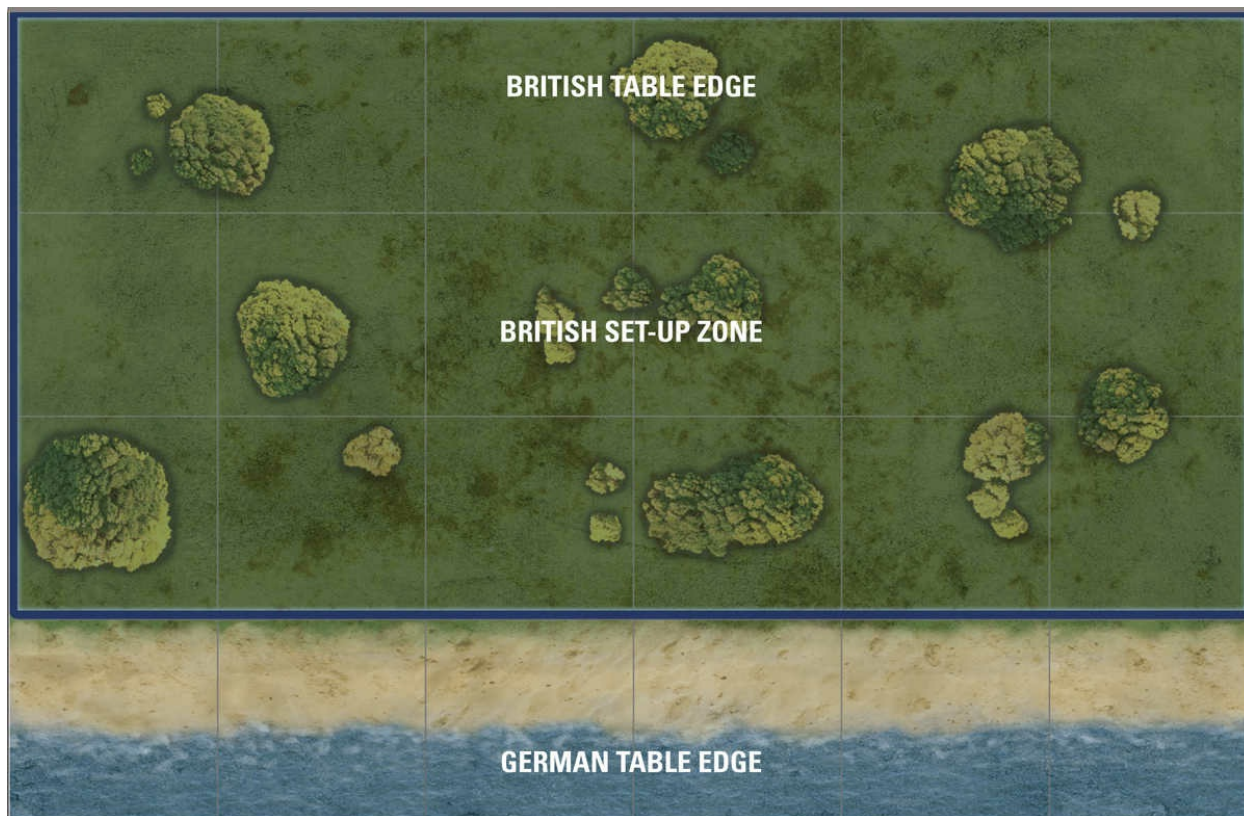
One long side of the table is land and is the British player's table edge. The other long side is the sea. The strip of sea running along the table should be at least 6" deep. A strip of beach, also at least 6" deep should separate the sea from the land. We will assume that the sand is firm and offers 'good going'.

The German player is the attacker and the British player is the defender.

The British player sets up at least half of his units on the British set-up zone, which is any part of the table except on the beach or in the sea: exception – barbed wire and minefields may be set up on the beach. These units may use the hidden set-up rules. Units that are not set up at the start are left in reserve.

German units are not set up on the table at the start of the game. The German player must nominate at least half of his force to form his first wave: this can be his entire army if he wishes. Any units not included in the first wave are left in reserve.

Reserves are not allowed to outflank in this scenario.



OBJECTIVE

The German player must try to move as many of his units as he can into the defender's set-up zone or off the British table edge. The British player must try and stop him.

Note that in this scenario, attacking units are allowed to deliberately move off the table from the defender's table edge to reach their objective.

PREPARATORY BOMBARDMENT

The attacker rolls a die: on a 2+, a preparatory bombardment strikes the enemy positions from warship guns or possibly an air raid.

On a result of 1, the barrage fails to materialise (what can you expect from Franco-Italian sailors?), but you have your orders and the attack must go ahead as planned. The invasion fleet cannot just float around offshore waiting for the Royal Navy to show up.

FIRST TURN

During Turn 1, the German player must move his entire first wave onto the

table. These units can enter the table from any point on the sea table edge, and must be given either a Run or Advance order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The German player scores 1 victory point for every enemy unit destroyed. He also scores 2 victory points for each of his own units that is inside the defender's set-up area (even if only partially), and 3 victory points for each of his own units that has moved off the enemy table edge before the end of the game. The British player scores 2 victory points for every enemy unit destroyed.

CAMPAIGN POINTS

The winner of the scenario receives 10 campaign points. In addition the British player receives 3 campaign points if no German unit has exited from the British table edge by the end of the game. The German player receives 3 campaign points extra if at the end of the game if at least 25% of the total number of units in his army at the start of the game (including reserves) have exited the board off the British player's table edge when the game ends.

TOP SECRET

PLAYER NOTES

The German player has the initiative in this scenario, choosing when and where to attack. That is both a good and a bad situation. Good because they can exploit weakness and make the British dance to their tune; bad because they can't afford to lose sight of their battle plan and merely respond to British counterthrusts. Remember, the British player can win simply by surviving and attriting German units. Anything close to a one for one exchange is deadly for the German side.

The British player has it easier in that he can't formulate a battle plan but must respond to German thrusts. On the other

hand that requires great flexibility of generalship. The British priorities are to (i) bog down the German units so they can't break out and (ii) kill them. Losses are acceptable.

German forces storm through a church grounds



PATROL SCENARIO: RAIDING HIS MAJESTY'S ARMOURY

INTRODUCTION

Your gang/Blackshirt movement is desperately short of heavy weapons capable of taking on the increasingly well-armed LDV/Home Guard which is inhibiting opportunities to loot banks and jewellery shops/'make Britain great again'. An Abwehr agent has made contact with your organised crime gang/political movement with interesting news. The Eastgate Home Guard/LDV platoon commander is in the habit of taking the keys to the local territorial regiment armoury to the home of his mistress while she entertains him.

This is your chance to get hold of some serious firepower but watch out for the interfering busybodies in the Home Guard/LDV who are ridiculously fond of the old fool who commands them.

FORCES

British forces must be chosen from the [LDV](#) or [Home Guard](#) Theatre Selectors. If Home Guard are taken no armoured vehicles may be used except civilian vehicles with improvised armour. 'German' forces must be selected from the [Fifth Column Theatre Selector](#).

SET-UP

The playing area might be a town or the mistress may live in a cottage in the countryside depending on what models the players have available.

First set up an objective marker in a building in the centre of the table. This represents the bunch of keys. Place a Home Guard/LDV officer there to represent the amorous commander (you can add a mistress model for verisimilitude if you have one available, but she takes no part in the game). This officer may not be given an order until he is activated by being shot at, or attacked in close combat. He costs no points and may be armed with a pistol. Once activated he functions as a normal individual model.

All British units are placed anywhere on the table at the start of the game but must start at least 12" from the keys. They are assumed to be on routine patrols but under orders not to disturb their leader.

German units are not set up on the table at the start of the game. The German player must nominate at least half of his force to form his first wave: this can be his entire army if he wishes. Any units not included in the first wave are left in reserve.

They may enter the table from any table edge as the German player decides.

Any unit may leave the table at any table edge but may not return later in the game.

Patrol Scenario: Raiding His Majesty's Armoury



OBJECTIVE

Have the keys in the possession of one of your units at the end of the game and preferably remove them from the table to a place of safety.

CARRYING THE KEYS

The model with the keys carries them as its unit moves. If the model carrying the keys ends its move to within 1" of a model belonging to a friendly infantry unit (or indeed a friendly infantry unit ends its move so that one of its models is within 1" of the model carrying the keys), the keys can immediately be handed over from one model to the other. This handing over of the objective keys can be done only once per turn, to stop an unrealistic 'chain effect'.

If the model carrying the keys is killed, they can be transferred to any other model in the unit. If the entire unit is killed/removed from play, the keys are left on the ground for someone else to pick up later.

If the unit carrying the keys is destroyed in an assault, the enemy unit that

destroyed it can immediately claim the keys and place them next to one of their models before they make their regroup move.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 5, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn. The game ends immediately if the keys are taken off the table.

VICTORY!

Whoever has the keys in the possession of one of their models at the end of the game wins.

CAMPAIGN POINTS

The winner receives 3 campaign points. The German player receives a bonus of 2 campaign points if one of his models carries the keys off the table. The British player receives a bonus of 1 campaign points if one of his models carries the keys off the table or 3 points if the carrying model is the officer who originally held them – the keys are never supposed to be out of his possession.

VARIATIONS

The simplest way to refresh this scenario is to alter the type of terrain in which the mistress lives from, say, a town to a village to farmland. More complicated variants can be created by changing both the objective and what the German player has to do with it. For example, it was commonplace to immobilise vehicles by removing the rotor arm in 1940. The German player might have to acquire a rotor arm from a private house, take it to a lock up, and steal the vehicle within.

TOP SECRET

PLAYER NOTES

Neither player can really plan this scenario, although the German player does have the advantage of seeing British dispositions at the start of the game before he decides where to come on. He also can use reserves to exploit any holes that develop in the British defence.

The British player must aim to cover all angles in his initial set up to achieve maximum flexibility. He should be wary

about all his units being pulled out of position by being sucked into combat with the German first wave. Remember, those German reserves might come on anywhere.

Don't panic! Walmington-on-Sea's LDV discuss tactics



BATTLE SCENARIO: ASSAULT ON LYMPNE AIRFIELD

INTRODUCTION

Fallschirmjäger land successfully in Kent, recover their weapons and sort themselves out into unit formations. Reinforced platoons are detached to secure Lympe airfield for Ju 52 transport planes to land with supplies and replacements. This requires the occupation of the landing field and adjacent areas, driving off any British troops and neutralising all fortifications and weapons that could threaten a landing plane.

FORCES

British forces must be selected from the [British Army Airfield Defence Reinforced Platoon Theatre Selector](#). Fortifications must be set up at the start of the game and all vehicles must be placed in reserve.

German forces must be selected from the [Fallschirmjäger Reinforced Platoon Theatre Selector](#).

SET-UP

A centre strip of clear flat terrain 12–18” wide should run along the centre of the playing area to represent the landing strip: exception, a Pickett-Hamilton disappearing pillbox may be placed on the strip. Place one objective in the

centre of the strip and two on each side of the strip at least 12” from the table edges. Try to make them equal distances from the table edge.

Set up three objectives on the playing area. They could just be markers but it is far more satisfying to nominate three actual models such as a bunker, control tower or an AA gun. If the objectives are inert throughout the game – examples might include a building, an unmanned AA gun or a locked and unusable pillbox – then they cost zero points. If they could conceivably be used in some way – for example a manned AA gun capable of firing – then their points value must be paid as usual. The British player chooses. Either way, objectives may not move in the game as it’s a bit much to expect the Fallschirmjäger to chase after a moving target.

All objectives must be more than 9” from each other.

The British player sets up at least half of his units on the British set-up zone, which is any part of the table more than 12” from a table edge. Units that are not set up at the start are left in reserve.

German units are not set up on the table at the start of the game. The German player must nominate at least half of his force to form his first wave: this can be his entire army if he wishes. Any units not included in the first wave are left in reserve.

Reserves may be brought on from any table edge provided they are at least 12” from an enemy unit.

Battle Scenario: Assault on Lympne Airfield



OBJECTIVE

The players must try to capture as many objectives as possible.

FIRST TURN

The battle begins. During Turn 1 the German player must bring his first wave onto the table. These units can enter from any table edge, and must be given either a Run or Advance order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game the player holding the most objectives wins, otherwise the game is a draw. To hold an objective there must be a model from one of

your infantry or artillery units (or a transport including one such unit) within 3” of the objective at the end of the game, and there must be no enemy unit of any type within 3” of it.

CAMPAIGN POINTS

The winner of the scenario receives 10 campaign points. In addition the German player receives 3 bonus campaign points if German units control two objectives at the end of the game and 5 bonus points if they control three. The British player receives 3 bonus campaign points if British units control two objectives at the end of the game and 5 bonus points if they control three.

TOP SECRET

PLAYER NOTES

Another scenario where the German player has the initiative, choosing when and where to fight. The British player has the advantage of possession of the battlefield. Employment of reserves will be critical in this scenario. Their ability to come on anywhere could be a crucial advantage.

Three Fairey Battles attract unwanted attention as they overfly a German river crossing, by Peter Dennis © Osprey Publishing. Taken from Campaign 264: Fall Gelb 1940 (1).



PATROL SCENARIO: LUFTWAFFE DOWN

INTRODUCTION

A Luftwaffe Do 17 reconnaissance plane with vital photographs of the 1st British Armoured Division has crash-landed in Kent just outside the invasion zone. The location was marked by an Me 109 escort who saw the crew escape from the wreckage. It is vital that these photos are recovered so a Brandenburg commando team is tasked with slipping through the front line and rescuing the crew.

The plane was seen to go down trailing smoke by the Royal Air Observation Corps and British patrols have been warned to look out for any survivors.

German units must be selected from the [Brandenburg Infiltration Commandos](#) which all start the game off table. In addition the German player must take an independent unit representing the four aircrew of the Dornier.



FORCES

British units must be selected from Regular Army Anti-Parachutist 'Light Infantry' ([here](#)), LDV or Home Guard Theatre Selectors. If Home Guard are taken no armoured vehicles may be used except civilian vehicles with improvised armour.

AIR CREW UNIT

The airmen start the game hidden, and are issued with an order die as usual. The airmen can fire and will defend themselves against a close assault. The airmen are equipped with pistols but one of the gunners has taken an MG15 from the cockpit and is using it as a light machine gun.

Cost	48pts (Inexperienced Infantry)
Composition	1 aircraft captain and 3 men
Weapons	Pistols and 1 light machine gun
Special Rules	- One of the airmen is wounded in the leg so the crew will not move until rescued by the Brandenburgers: in game terms they may not be given an Advance or Run order until a Brandenburg unit gets within 3" of their position. - Airmen can move normally on any turn that they start the game within 3" of another German unit. - Only one man is required to operate the light machine gun. - The aircraft captain carries the vital rolls of film but they may be taken by any German model adjacent to his body after he is killed.

For you, Jerry, the war is over...



SET-UP

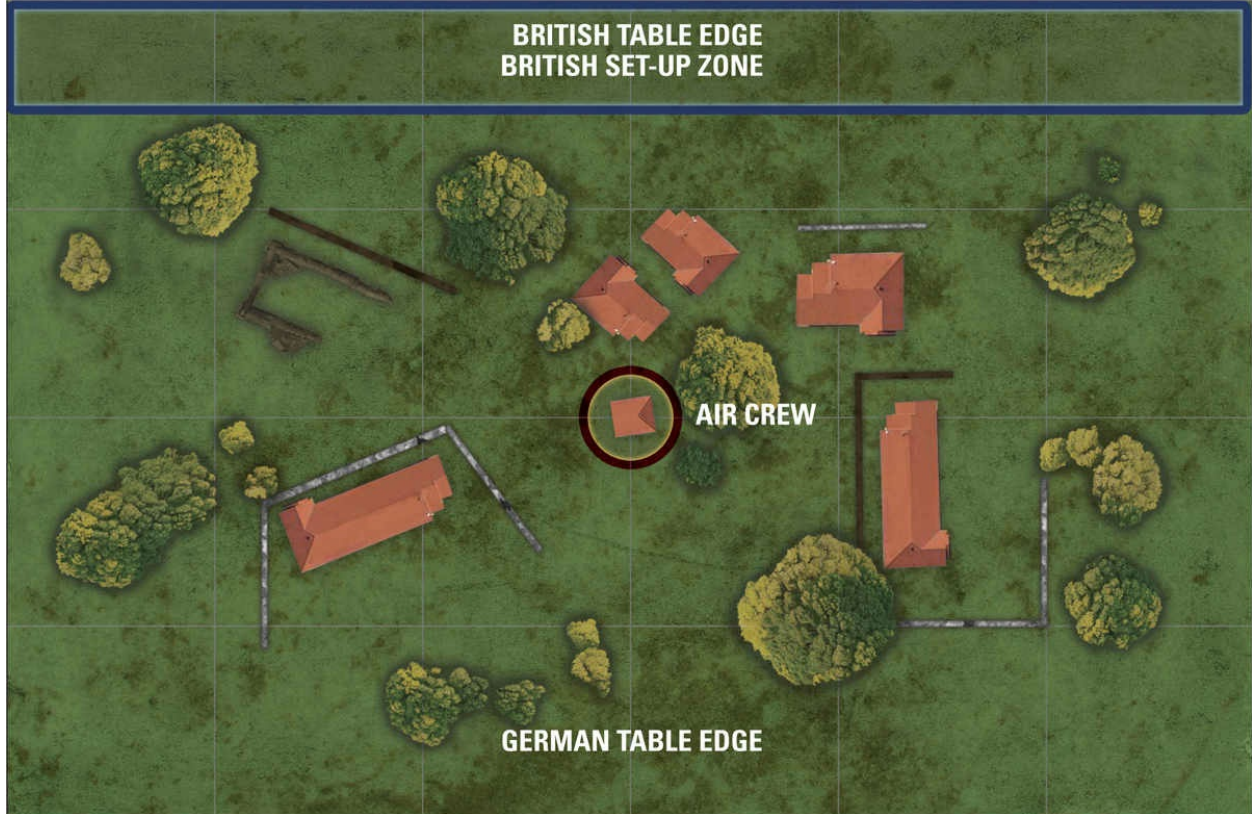
The table should be set up to represent the Kent countryside with plenty of line of sight blocking terrain such as woods, hedges, gentle hills and agricultural buildings.

The aircrew should be placed in cover in the middle of the playing area.

British units start the game on the table within 6" of their table edge.

Brandenburg units enter from off table on the first turn.

Patrol Scenario: Luftwaffe Down



OBJECTIVE

The German player's objectives are to (i) retain the film and (ii) take it off the table from the German table edge.

The British player's objective is to kill German units.

TOP SECRET

PLAYER NOTES

The best advice for both players for this scenario is to not lose sight of their respective objectives. The only thing that should matter to the British player is going after any German model with the film and sitting on top of the body to prevent another German model reclaiming the photos. Even killing all the airmen does not guarantee you a win. Priority one by far for the German player is to get the rolls of film off table.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end

of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn. The game ends immediately if the film is removed from the table.



VICTORY!

The German player wins if one of his models carries the rolls of film off his table edge off the German table edge, otherwise the British player wins if the German aircrew unit is destroyed.

Any other result is a draw.

CAMPAIGN POINTS

The winner of the scenario receives 3 campaign points.

VARIATIONS

One way to inject an element of chance into the game is for each of the players to divide his army into two equal detachments (in so far as this is possible), with the second held in reserve.

BATTLE SCENARIO: CAPTURE A PORT

INTRODUCTION

The German invasion forces have surrounded a small Kent seaside town with a harbour. There is no question of starving out the defenders as a port is desperately needed to ship in supplies and replacements. It is imperative that the town is captured before the defenders can render the dock facilities inoperable. The German player must launch an immediate attack to capture the town.

FORCES

The German player selects reinforced platoons from the [Beach Landing](#) or [Fallschirmjäger](#) Theatre Selectors.

The British player selects reinforced platoons from the [British Army Regular Infantry](#), [Coastal Defence](#), [Armoured Train](#) or [Home Guard](#) Theatre Selectors.

SET-UP

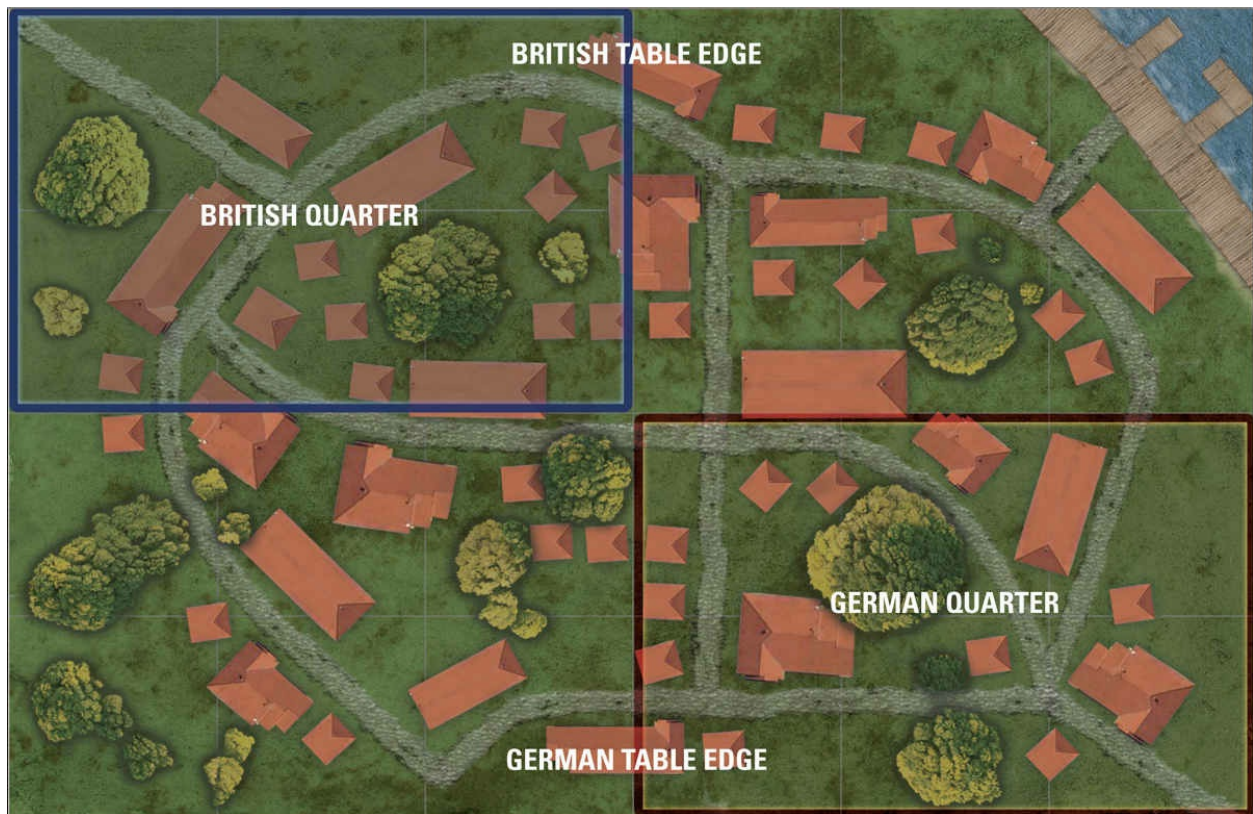
Set up a town with narrow winding roads: this is Kent not New York. Line of sight and vehicle movement should be severely restricted by the topography.

Divide the table into quarters. The German player chooses one of the long table edges and one of the adjacent quarters. Then he declares which of his units (if any) are being left in reserve – this can be up to half of the units in his army, rounding down. The British player gets the opposite quarter of the table and then does the same. Once the players have declared which units are left in reserve, they deploy their other units.

Both players put an order die in the bag for every unit that is not in reserve and therefore needs to be deployed. Then draw a die and that player must deploy one of his units in his quarter and at least 12” from the centre of the table. Units can use the hidden set-up rules. Continue to do this until all units that are not in reserve have been set up.

Reserves are not allowed to outflank in this scenario.

Battle Scenario: Capture a Port



OBJECTIVE

Both sides must attempt to seize as many table quarters as possible and inflict damage on the enemy (see below).

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play a further turn. If there is a Turn 7, roll a die at the end of the turn. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

Field-grey invaders stalk the streets of an English town



VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

You score 1 victory point for every enemy unit destroyed.

You also score 1 victory point for each of your own units that is completely inside one of the two ‘neutral’ table quarters, and 3 victory points for each of your own units that is completely inside the enemy quarter of the table. If a unit straddles across two or more quarters, it counts as in the quarters where the majority of its models are (or most of the model in case of one-model units) – if in doubt, of course, roll a die to decide.

CAMPAIGN POINTS

The winning player receives 5 campaign points. In addition each player wins a bonus of 5 more campaign points for each table quarter that he controls. A quarter is controlled if there is at least one friendly unit in it and no enemy units. This reflects that the primary purpose of the scenario is to capture the town.

PLAYER NOTES

This game is a rat fight in an urban environment where infantry really come into their own. Players may wish to use Andy Chambers' special rules for city fighting given in the *Bolt Action* supplement *Ostfront: Barbarossa to Berlin* ([here](#)). The Command & Control breakdown optional rule is especially pertinent to this scenario but players are warned that it hugely influences tactics and game play by recreating the command breakdown so typical of urban combat where company-sized actions rapidly degrade into tight little private wars.

Command & Control breakdown: At the end of the first turn, one of each player's units must remain on Down or Ambush orders. If none are, the opposing player may choose one unit and set its order die to Down or Ambush (removing a pin marker). Note that the selected unit may not be an HQ unit; at the end of the second turn, two units must remain on Down or Ambush; three at the end of the third turn, and so on. Players will rapidly discover that one cannot have too many HQs in urban combat.

PATROL SCENARIO: TAKE OUT THE ROADBLOCK

INTRODUCTION

The British defence strategy depended on local forces blocking key routes to slow down the German advance by making their troops deploy. British soldiers manning these defences were considered to be expendable but each hour of delay was an hour gained to ready a counterattack. The Germans adopted their usual policy of preceding their main force with light combat reconnaissance units who would attempt to clear away any obstruction to keep the main column moving.

FORCES

The German player selects a force from the [Beach Landing](#) or the [Fallschirmjäger](#) Theatre Selectors except that he may not use tanks or assault guns.

The British player selects a force from the [LDV](#) or [Home Guard](#) Theatre Selectors.

SET-UP

A classic place to set up a road block was just before the road entered a village so

that defenders could set up fire points in cover that overlooked the position.

The playing area is divided into two halves, a British half and a neutral half. The British player sets up at least half of his units in the British half. These units can use the hidden set-up rules. Units that are not set-up to start with are left in reserve. The road block must be set up in the British half, within 12" of the centre of the table



German units are not set up on the table at the start of the game. The German player must nominate at least half of his force to form his first wave. This can be his entire army if he wishes. Any units not included in the first wave are left in reserve.

Patrol Scenario: Take Out the Roadblock



OBJECTIVE

The German player must try to capture the road block – the British player must try and stop him.

FIRST TURN

During Turn 1, the German player must move his first wave onto the table. These units can enter the table from any point on the attacker's table edge, and must be given either a Run or Advance order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game whomever holds the roadblock has won. Any other result

is a draw.

For a player to hold the roadblock, there must be a model from one of his infantry or artillery units (or a transport including one such unit) within 3” of the road block at the end of the turn, and there must be no enemy unit of any type within 3” of it.

CAMPAIGN POINTS

The winning player receives 3 campaign points. The German player gets 2 bonus points if he controls the road block for three consecutive turns. The British player gets 1 bonus point for killing at least one quarter of the German units and 3 bonus points if he has killed at least half.

VARIATIONS

Allow the German player to field a tank but only if the British player has some hope of defeating it – even if the anti-tank weapon is just Molotov Cocktails.

The scenario could be set in farmland with the roadblock set up where a small medieval bridge crosses a river. Note that many English rivers are pretty small, more like large streams. They would be impassable to vehicles (due to their muddy banks) but not infantry, who would simply splash across.

TOP SECRET

PLAYER NOTES

This is all about the road block, but if the British player can't hold that he should concentrate on killing valuable German reconnaissance troops. British forces are expendable, German forces are not.

A makeshift barricade does little to hold up the German assault



BATTLE SCENARIO: HEDGEHOG

INTRODUCTION

The British defensive plan by September 1940 was centred around the use of 'hedgehog' defensive positions to slow and hold German attacks until relieved by a British counterattack – if possible. This scenario recreates one of these hedgehogs positions in Kent, and the German prepared attack on it.

FORCES

The British player chooses his force from either the [British Regular Infantry reinforced platoon](#) or the [Home Guard](#) Theatre Selectors. If he chooses to take a platoon from each list then the Home Guard must be the only units in the hedgehog at the start of the game.

The German player chooses his force from the [Beach Landing](#) or [Fallschirmjäger](#) reinforced platoon Theatre Selectors.

SET-UP

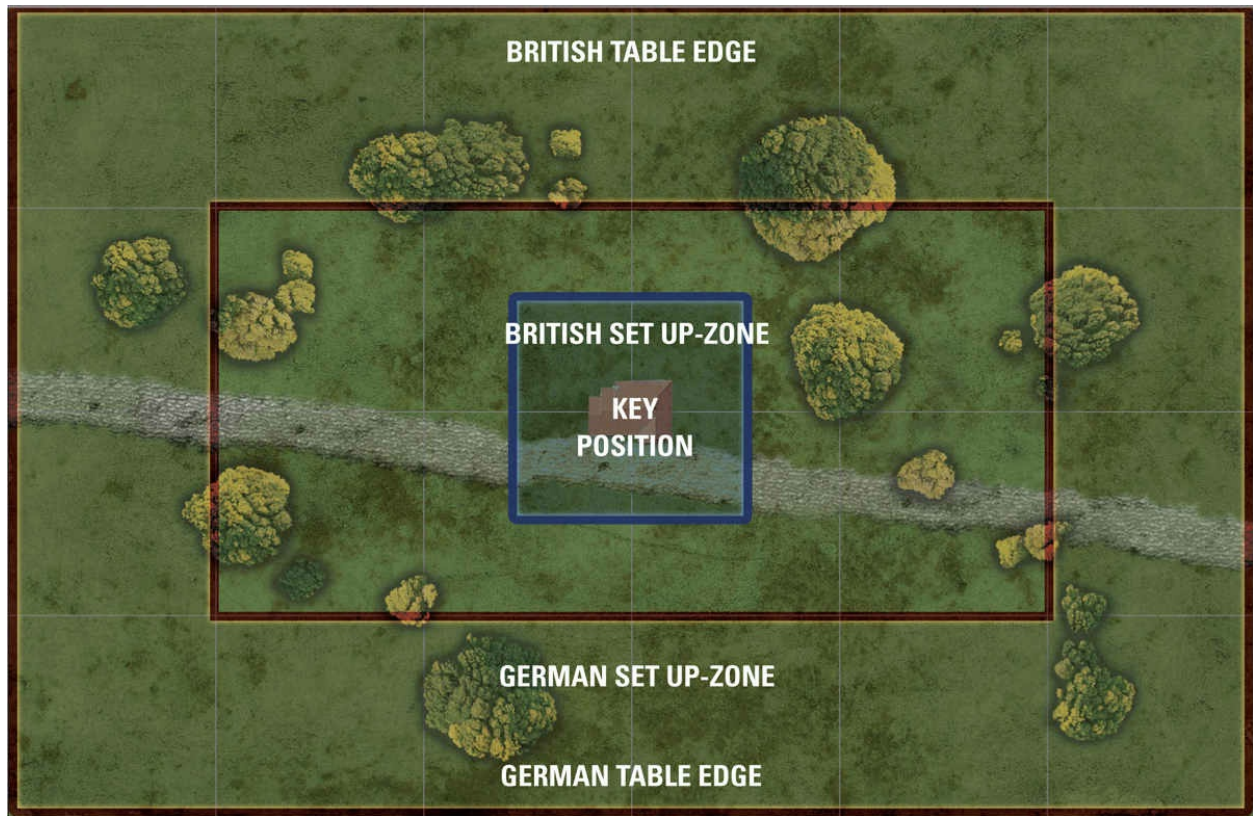
The British hedgehog is based around a key position. It could be a road junction, a bridge, a village, or simply where a road passes between two hills or forests. Ideally, this should be no larger than 6" x 6". The important thing is that this key position must have a tangible position that is recognised by both players. Use a counter or descriptive model to mark this point if there is any doubt.

Set up the key position in the centre of the table. You can place the key position up to 12" to the left or right of the exact centre of the table, but make sure that it is equidistant from the opposing players' starting edges.

The British player picks a side of the table and sets up four units within 6" of the key position. These units may not include vehicles other than tow and transport vehicles. Then he nominates half of the remaining units (rounding down) to form his first wave. Any units not included in the first wave are left in reserve.

The German player can then set up any and all of his infantry anywhere on the table so long as they are more than 18" from the key position or any enemy unit that is deployed. These units can use the hidden set-up rules. All other units are left in reserve and come on to the table in the usual way from the German player's table edge.

Battle Scenario: Hedgehog



TOP SECRET

PLAYER NOTES

Winning the game for either player is simply (simply – ha!) a matter of owning territory at the end of the game having pushed the enemy far enough away. For the British player this involves arranging to feed replacements for casualties such that he can bleed the German player dry. He can either try to hold the key position or abandon it and form up for an irresistible prepared counter attack in the last few turns. The German player needs to capture it with as few casualties as possible so as to survive the inevitable British push.

Playing this scenario as part of a campaign introduces additional considerations. Time is of the essence to a German invader. They need to get as far inland towards London as possible before the British defenders can launch major armoured counter attacks. So bonus campaign points are weighted to encourage the German player to go in hard and fast. The British player is racking up campaign points simply by delaying a German victory. The winner of the game isn't necessarily the one who earns the most campaign points.

OBJECTIVE

The aim is to control the key position at the end of the game. To control the key position there must be a model from one of your infantry or artillery units (or a transport including one such unit) within 3" of it at the end of the game, and there must be no enemy unit of any type within 3" of it.

SECOND TURN

The battle begins. During Turn 2 the British player must bring his first wave onto the table from any point on the British player's table edge, and must be given either a Run or Advance order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

If one side controls the key position at the end of the game it is the winner. If neither side can claim control of the key position the game is a draw.

CAMPAIGN POINTS

The winner of the game receives 5 campaign points.

The British player receives 3 bonus campaign points at the end of each turn that he controls the key position.

The German player receives 1 bonus point at the end of each turn that neither side can claim control of the key position and 5 bonus campaign points at the end of each turn that he controls the key position.

British troops catch a German column unaware



PATROL SCENARIO: KILL CHURCHILL

INTRODUCTION

Chequers, built on the site of a twelfth century house in Buckinghamshire, has been the official country residence of the prime minister since 1921. Unfortunately it was extremely visible from the air, with a drive that made a perfect bombing navigational aide. In the summer of 1940, Winston Churchill therefore used his family home at Chartwell, Kent, as a country residence. This house was perfectly located for the assassination attempt by a glider-born commando unit as part of the Baedeker raids. After the attack, the PM's residence was moved to Ditchley in Oxfordshire.

FORCES

The British player must use Winston Churchill and a force chosen from the [British Regular Army Anti-Parachutist 'Light Infantry' Patrol Theatre Selector](#).

The German player selects his force from the [Airborne Raiders Theatre Selector](#).

SET-UP

Chartwell is a large country home and not really suitable as the location for this scenario unless players set up an off-table building interior to represent combat within the mansion: suitable rules for fighting inside a building are given in the *Bolt Action* supplement, *Germany Strikes!* (p.19).

However, Churchill was a keen painter and the Chartwell estate includes a number of one-room outbuildings, one of which Churchill used as a studio. We suggest that the Churchill team be set up in such a converted farm building and Chartwell itself assumed to be just off-table.

The estate around Chartwell includes woods, open grassland suitable for gliders, ponds and gardens.

TOP SECRET

PLAYER NOTES

It's all about Churchill. All other units are expendable. The German player should try to capture Churchill before the British reserves can get stuck in, but if this is not possible then Churchill must die. The British player must be proactive in this game and head off all German thrusts. One lucky die roll and the Germans have a – literal – sudden death victory.



Early Waffen-SS squad

The British player picks a side of the table and sets up half of his units, rounding down, within 9" of the centre of the table. This half of his army must include Winston Churchill but may not include vehicles. All other units are left in reserve.

The German player's units are not set up on the table at the start of the game

but arrive in gliders on Turn 1, which have to land outside the British set-up circle.

Patrol Scenario: Kill Churchill



OBJECTIVE

The German player is trying to kill or capture Churchill.

In order to capture Churchill, an infantry unit must assault Churchill's team at close quarters and destroy it.

CONFUSED FIGHT

British units entering the table as reserves can enter from any point on any table edge – watch out!

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 5, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn. The game will also end immediately if Churchill is killed or captured.

VICTORY!

The German player wins the game if he kills or captures Winston Churchill.

The British Player wins if Churchill is alive and not captured at the end of the game.

A draw is not possible.

CAMPAIGN POINTS

The German player receives 5 campaign points if he kills Churchill and 10 campaign points if he captures Churchill.

The British player receives 7 campaign points for winning the scenario.

VARIATIONS

A great deal of fun can be had by using different forces for this scenario. The Germans might have BUF support coming on as reserves and the British might have Churchill protected by the Home Guard with British regulars coming on as reserves. The Germans get more points for capturing Churchill than killing him because of the great propaganda victory of a commando unit holed up in Kent with Churchill as a hostage.

Tommy and Jerry: war is no laughing matter



Blood, toil, tears and sweat: Prime Minister Winston Churchill joins the fight



TOP SECRET

LEGENDS OF BRITAIN

Winston Churchill

Sir Winston Leonard Spencer-Churchill, KG, OM, CH, TD, PC, DL, FRS, RA was appointed First Lord of the Admiralty at the start of World War II. He became the prime minister of the United Kingdom on 10 May 1940. His importance cannot be overestimated as his resolute rhetoric and example held the United Kingdom together and maintained morale during the invasion crisis.

Cost	185pts (Veteran)
Composition	1 political leader and up to 2 special branch policemen
Weapons	Submachine gun and pistols as depicted on the models
Options	- May be accompanied by up to two plain-clothes Special Branch men at a cost of +13pts per man
Special Rules	- Inspirational leader: Churchill has an officer morale bonus of +4 with a range of 12". - May not run: It's undignified. - Crack shots: The Special Branch men use the double-tap pistol technique – they may reroll a miss.

Fallschirmjäger storm a fortified position, by Peter Dennis © Osprey Publishing. Taken from Raid 38: The Fall of Eben Emael.



BATTLE SCENARIO: THE FILTHY FIFTH

INTRODUCTION

The Royal Tank Regiments traced their pedigree back to the original Royal Armoured Corps. They tended to recruit officers from educated middle class young men with an aptitude for machinery and who lived on their salaries – or to put it another way, professionals. The RAF recruited from the same type of people. The RTR used infantry terminology (for example, private, sections, and companies) for some time to distinguish themselves from the similarly armoured cavalry regiments. The cavalry recruited officers from the cream of society – ‘thick and rich’, according to the RTRs – or to put it another way, amateur gentlemen. Stories abound of RTR personnel being drafted into cavalry regiments to find none of the armour was functional because they ‘only knew how to groom a horse’. Hence the derogatory RTR nickname for the cavalry: ‘donkey wallopers’.

The RTRs differed in another way from the cavalry. They were not particularly bothered how the tanks looked provided that they worked. The cavalry had the reputation of being obsessed with polishing metal objects but not keen to get grease on their hands (or on the equipment). And this is how the 5th Royal Tank Regiment – the oldest armoured unit in the world – earned its nickname: ‘The Filthy Fifth’.

The only effective British armoured ‘cavalry’ attack in France 1940 was carried out by the 4th and 7th RTRs, operating pretty much without air, artillery or infantry support. In comparison, the 5th had a miserable time, losing much of its equipment in exchange for a single panzer kill. On their return to England, Lieutenant Colonel Dinham ‘Detention’ Drew drove them hard to restore morale and instil the necessary armoured skills in ‘newbies’.

The 5th were re-equipped with 52 cruiser tanks so they could serve in the cavalry ‘offensive’ role, rather than infantry support. ‘A’ squadron had thinly armoured A9s for reconnaissance, while ‘B’ and ‘C’ Squadrons fielded the tougher A13 Mk II cruisers with uprated armour. In September 1940, The Filthy Fifth was a component of the 1st Armoured Division, based in Surrey. They would be the spearhead of the British counterattack.

FORCES

The British player is the attacker and selects his force from the [British Regular Army reinforced tank platoon Theatre Selector](#).

The German player is the defender and selects his forces from the [Beach Landing reinforced platoon Theatre Selector](#).

SET-UP

Divide the table in half, lengthways, so that the players each control one of the long table edges. The German set up area is in a zone running from their table edge to a line 12" their side of the middle of the table.

The German player sets up at least half of his units in his set-up area. These units can use the hidden set-up rules. Units that are not set-up to start with are left in reserve.

He must nominate three separate objectives in his set-up zone. All objectives must be at least 6" from the defender's table edge. In addition, all the objectives must be at least 24" from each other. These objectives could be tactically important positions such as a building or hilltop, supplies such as an ammo dump or fuel reserve, or maybe a command post. Objectives can be simple markers or tokens but player's enjoyment of the scenario will be greatly enhanced by using appropriate models. Somehow defending/capturing a blue blob of resin is less dramatic than raising your flag on the summit of Hangman Hill. Whatever you decide, the important thing is that both players clearly identify the three objectives before the battle begins.

The British units are not set up on the table at the start of the game. The British player must nominate at least half of his force to form his first wave. This can be his entire army if he wishes. Any units not included in the first wave are left in reserve.

Battle Scenario: The Filthy Fifth



OBJECTIVE

The British must try to capture the three objectives – the Germans must try to stop them.

PREPARATORY BOMBARDMENT

The British player rolls a die: on a 2+, a preparatory bombardment strikes the enemy positions. On a result of 1, the barrage fails to materialise, but the attack must go ahead anyway.

FIRST TURN

During Turn 1, the British player must move his first wave onto the table. These units can enter the table from any point on his table edge, and must be given either a Run or Advance order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won.

If the British player holds two or three objectives then the British player wins.

If the British player holds one objective the game is a draw.

If the British player holds no objectives then the German player wins.

Note that all objectives are considered to be held by the German player at the start of the game regardless of where his troops are positioned. If an objective changes hands during the game then it remains under the control of the side that won it unless it is recaptured by enemy units, and so on

To capture an objective, there must be a model from one of your infantry or artillery units (or a transport including one such unit) within 3" of the objective at the end of the turn, and there must be no enemy unit of any type within 3" of it.

CAMPAIGN POINTS

The winner of the scenario receives 10 campaign points.

In the event of a draw, the German player receives 5 campaign points.

The British player gets a 5 campaign point bonus for capturing all three objectives.

TOP SECRET

PLAYER NOTES

The British player must play aggressively to win and advance at all costs. The German player can do well simply by occupying good defensive positions and trading loss for loss. Neither player should lose sight of the fact that this game is all about objectives. There are no prizes, except the satisfaction of a job well done, for destroying enemy units.



Kfz 13 Adler armoured car

THE CAMPAIGN



INTRODUCTION

There is no historical outcome for Operation *Sea Lion* because it never happened. That is why we choose to end the campaign game with the expected British armoured counterattack. If it was unsuccessful, and its outcome would have depended to a large degree on the results of (i) the initial battles for the bridgehead and (ii) the German breakout, then Churchill and Atlee's government would have fallen, a peace party would be brought back in, and Germany would have been in a position to dictate the terms of an armistice to a humbled and demoralised Britain.

History would be different.

If the British counter attack succeeded then events would have probably followed the historical course except that Germany would have lost an army and suffered its first defeat on land – something that didn't happen in the real world until the fight for the gates of Moscow in the following year.

WINNING THE CAMPAIGN

Players who have fought their way through all ten scenarios, or at least a goodly number of them, will no doubt have some passing interest in who won!

To find out, total up all the campaign points won by each side, work out the difference, and consult the chart below.

Points difference	Result
0–5	Draw

6–10	Advantage to the high point player
11–20	Tactical victory
21–24	Strategic victory
25+	Crushing victory



Stand-off: nobody wants to make the first move against their countrymen



SO WHY DIDN'T HE COME?



‘We shall fight on the beaches, we shall fight on the landing grounds, we shall fight in the fields and in the streets, we shall fight in the hills; we shall never surrender.’ And *sotto voce* to a colleague: ‘And we’ll fight them with the butt ends of broken beer bottles because that’s bloody well all we’ve got!’

Churchill, 1940

It is sometimes suggested that Operation *Sea Lion* was one big bluff: a wave of the magician’s hand to gull Britain into capitulation out of fear. It is always difficult to work out what was in Hitler’s mind, as opposed to what he said, because he was a consummate liar and he deceived not just others but also himself. All one can say is that if it was a bluff then Hitler wasted enormous resources in its creation. The concentration of Europe’s barges into the Channel Ports, where they made convenient bombing and shelling targets, had a serious detrimental impact on the Third Reich’s economy; and that is before one considers the wastage suffered by the Luftwaffe over southern England in the Battle of Britain.

If the proposed German invasion of England looks like an amateur mess compared to invasions carried out in World War II by the naval powers – Britain the USA and Imperial Japan – then that is because it was. The German armed forces were geared to short, sharp, wars on the perimeter of Germany – a quick victory followed by a redrawing of Europe’s borders in Germany’s favour. This expectation favoured everything being put in the ‘shop window’ with no strength in depth and a complete disregard for grand strategy and logistics.

The campaigns in Poland, Scandinavia, The Low Countries and France were

triumphant examples of this principle and it took some time for the fact to sink in that Britain – with its huge empire and navy – had every intention of fighting on. From its strategic position in the Atlantic, the Royal Navy could blockade the western coast of Europe, cutting the Third Reich off from the supply of essential raw materials. Now this hardly mattered as long as the Soviet–German pact was in place and Stalin stayed friendly. The Soviet Union could and did supply Germany with everything it needed from food to oil. Of course, Hitler and his Reich would then be totally dependent on Stalin’s goodwill – but benevolence was not something Stalin was famous for possessing in inexhaustible quantities.

German commanders discuss the next offensive



Looking at the German plans, it is clear that the army, navy and air force were barely talking to each other, let alone coordinating. The Luftwaffe launched the assault that has gone down in history as the Battle of Britain. The purpose of this was to (i) destroy the RAF and (ii) strategically bomb the British into capitulation. The Luftwaffe had neither suitable equipment nor the numbers to do either. At no point did Goering attempt to assist a German invasion by (i) bombing Royal Navy bases to drive their warships out of the Channel, (ii) isolating the invasion area by bombing communications or (iii) attacking beach defences. The German air force lacked a naval air arm which means that it lacked the weapons – air-launched torpedoes and large armour-piercing bombs – to destroy capital ships.

The destruction of the RAF would, in any case, have had minimal impact on the probability of a successful invasion. The German Army had decided to treat

a seaborne invasion as a sort of extended river crossing. This was ridiculous: rivers don't have the vicious tides of the Channel nor does the world's largest navy sail up and down them. The army therefore wanted to cross on a broad front and at night. They lost the first battle with the Kriegsmarine, who insisted on a narrow front, but won the second – although a night crossing meant that air power was irrelevant to the invasion's initial success or failure to secure a beachhead.

There was no hope of this ponderous fleet, inching slowly across the Channel as it was carried up and down on the tides, avoiding the Royal Navy. The Luftwaffe and the RAF might have contested the Channel by day, but at night the seas were owned by the Royal Navy. Let's look at just five days in September: on 7 September, German ships detected off Calais were attacked by British MTBs and chased back into port by Portsmouth's 1st Destroyer flotilla; on the nights of 8 and 9, British MTBs shot up the harbours at Ostend, Calais and Boulogne while cruisers and destroyers waited in ambush outside; on 10 September, Royal Navy destroyers made a radar-controlled intercept of barges and tugs moving along the French coast; and on 11 September, the Royal Navy entered almost every port along the Belgian and French Channel coasts, shooting up targets of opportunity.

A British Army roadblock



Naval Assets of the European Powers at the Start of World War II				
Navy	Battleships	Carriers	Cruisers	Destroyers
Royal Navy	15 (9)	7 (6)	66 (23)	184 (52)
Marine Nationale	7 (4)	1 (2)	19 (3)	78 (27)
Kriegsmarine	2 (11)	0 (2)	11 (9)	22 (12)
Regia Navale	4 (4)	0 (2)	19 (6)	59 (0)
Note: Figures in brackets are ships under construction. To some degree these figures are mutable, the numbers constantly changing as ships were sunk, damaged, built, repaired and refitted, but they do offer a guide to the naval assets potentially available to combatants.				

The reality is that Admiral Raeder's Kriegsmarine could have deployed only seven destroyers and seven MTB flotillas in the Channel in late September to protect the invasion barges. But the Lords of the British Admiralty could choose attack fleets from assets immediately to hand that included one battlecruiser, four heavy cruisers, four light cruisers, 56 destroyers and around 150 light armed vessels. And there were plenty more warships that could be summoned in an emergency.

It would have been a massacre.

I will leave the last comment to Earl St Vincent, First Lord of the Admiralty, in a speech he gave to the House of Lords in 1801. It concerned a different army poised to invade England from the one led by Adolf Hitler, but the principle remained:

'I do not say, my Lords that they cannot come. I say only, they will not come by sea.'



German Kradschützen motorcycle and sidecar

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